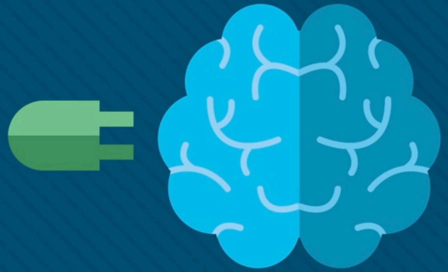
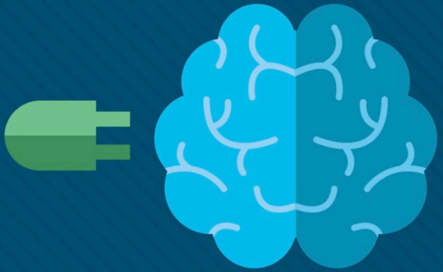


Module 1: Networking Today

Instructor Materials

Introduction to Networks v7.0
(ITN)



Module 1: Networking Today

Introduction to Networks v7.0
(ITN)

Module Objectives

Module Title: Networking Today

Module Objective: Explain the advances in modern technologies.

Topic Title	Topic Objective
Networks Affect our Lives	Explain how networks affect our daily lives.
Network Components	Explain how host and network devices are used.
Network Representations and Topologies	Explain network representations and how they are used in network topologies.
Common Types of Networks	Compare the characteristics of common types of networks.
Internet Connections	Explain how LANs and WANs interconnect to the internet.
Reliable Networks	Describe the four basic requirements of a reliable network.
Network Trends	Explain how trends such as BYOD, online collaboration, video, and cloud computing are changing the way we interact.
Network Security	Identify some basic security threats and solution for all networks.
The IT Professional	Explain employment opportunities in the networking field.

1.1 Networks Affect Our Lives

Networking Today

Networks Connect Us

Communication is almost as important to us as our reliance on air, water, food, and shelter. In today’s world, through the use of networks, we are connected like never before.

Networking Today

Video – The Cisco Networking Academy Learning Experience

Cisco Networking Academy: learn how we use technology to make the world a better place.

Asset component called without an ID

Networking Today

No Boundaries

- World without boundaries
- Global communities
- Human network

1.2 Network Components

Host Roles

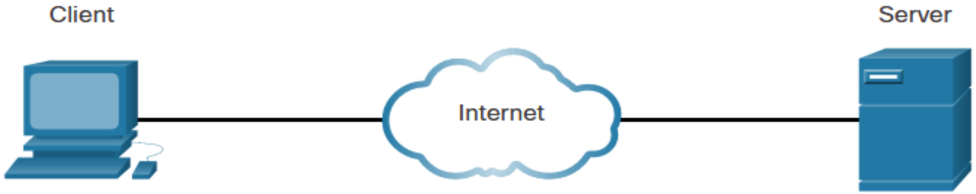
Every computer on a network is called a host or end device.

Servers are computers that provide information to end devices:

- email servers
- web servers
- file server

Clients are computers that send requests to the servers to retrieve information:

- web page from a web server
- email from an email server

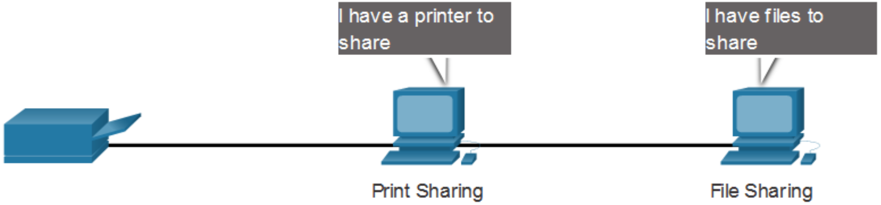


Server Type	Description
Email	Email server runs email server software. Clients use client software to access email.
Web	Web server runs web server software. Clients use browser software to access web pages.
File	File server stores corporate and user files. The client devices access these files.

Network Components

Peer-to-Peer

It is possible to have a device be a client and a server in a Peer-to-Peer Network. This type of network design is only recommended for very small networks.

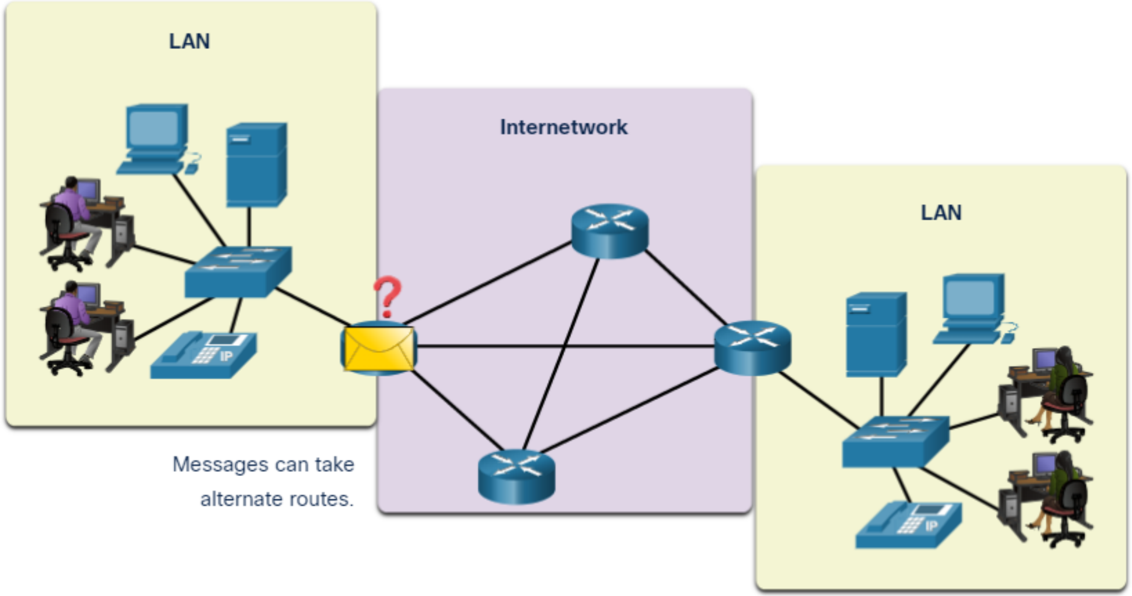


Advantages	Disadvantages
Easy to set up	No centralized administration
Less complex	Not as secure
Lower cost	Not scalable
Used for simple tasks: transferring files and sharing printers	Slower performance

Network Components

End Devices

An end device is where a message originates from or where it is received. Data originates with an end device, flows through the network, and arrives at an end device.



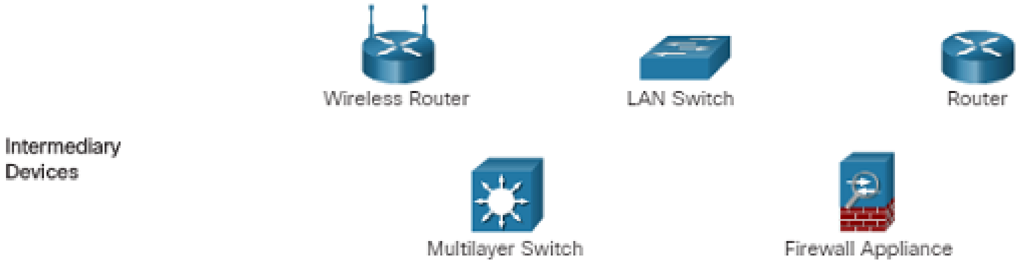
Messages can take alternate routes.

Intermediary Network Devices

An intermediary device interconnects end devices. Examples include switches, wireless access points, routers, and firewalls.

Management of data as it flows through a network is also the role of an intermediary device, including:

- Regenerate and retransmit data signals.
- Maintain information about what pathways exist in the network.
- Notify other devices of errors and communication failures.



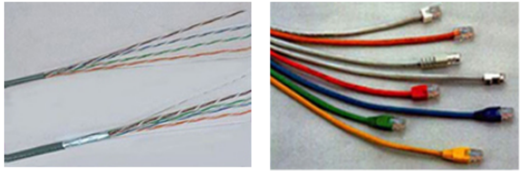
Network Components

Network Media

Communication across a network is carried through a medium which allows a message to travel from source to destination.

Media Types	Description
Metal wires within cables	Uses electrical impulses
Glass or plastic fibers within cables (fiber-optic cable)	Uses pulses of light.
Wireless transmission	Uses modulation of specific frequencies of electromagnetic waves.

Copper



Fiber-optic

Wireless

1.3 Network Representations and Topologies

Network Representations and Topologies

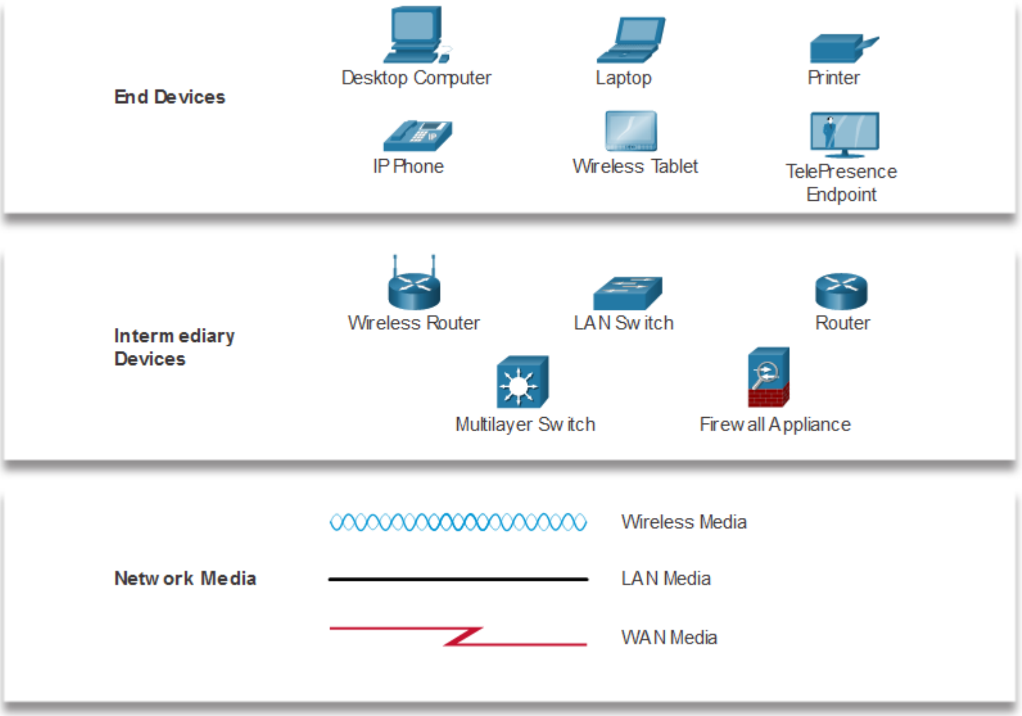
Network Representations

Network diagrams, often called topology diagrams, use symbols to represent devices within the network.

Important terms to know include:

- Network Interface Card (NIC)
- Physical Port
- Interface

Note: Often, the terms port and interface are used interchangeably



End Devices

Desktop Computer
Laptop
Printer
IP Phone
Wireless Tablet
TelePresence Endpoint

Intermediary Devices

Wireless Router
LAN Switch
Router
Multilayer Switch
Firewall Appliance

Network Media

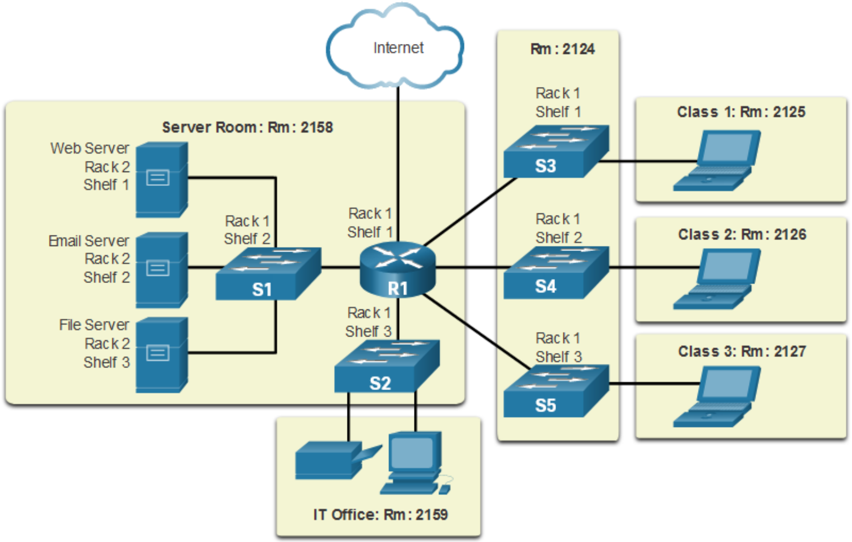
Wireless Media
LAN Media
WAN Media

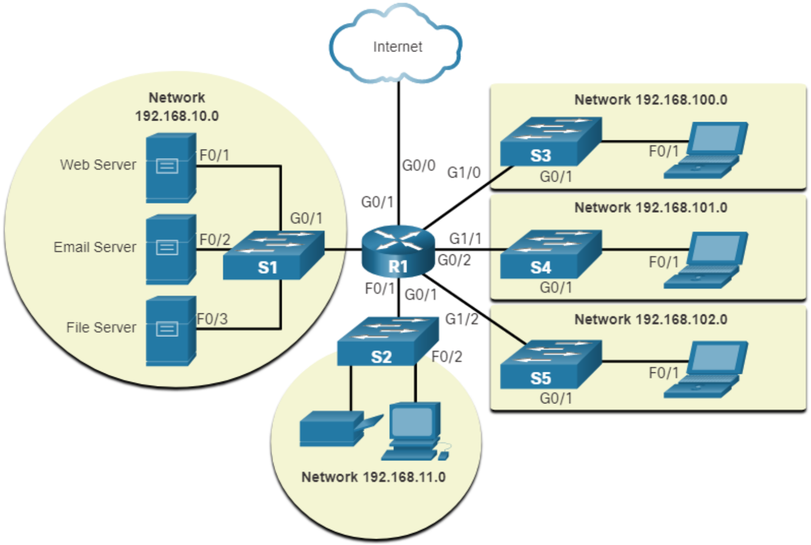
Network Representations and Topologies

Topology Diagrams

Physical topology diagrams illustrate the physical location of intermediary devices and cable installation.

Logical topology diagrams illustrate devices, ports, and the addressing scheme of the network.





1.4 Common Types of Networks

Common Types of Networks

Networks of Many Sizes

Small Home

SOHO

Medium/Large

World Wide

- Small Home Networks – connect a few computers to each other and the Internet
- Small Office/Home Office – enables computer within a home or remote office to connect to a corporate network
- Medium to Large Networks – many locations with hundreds or thousands of interconnected computers
- World Wide Networks – connects hundreds of millions of computers world-wide – such as the internet

Common Types of Networks

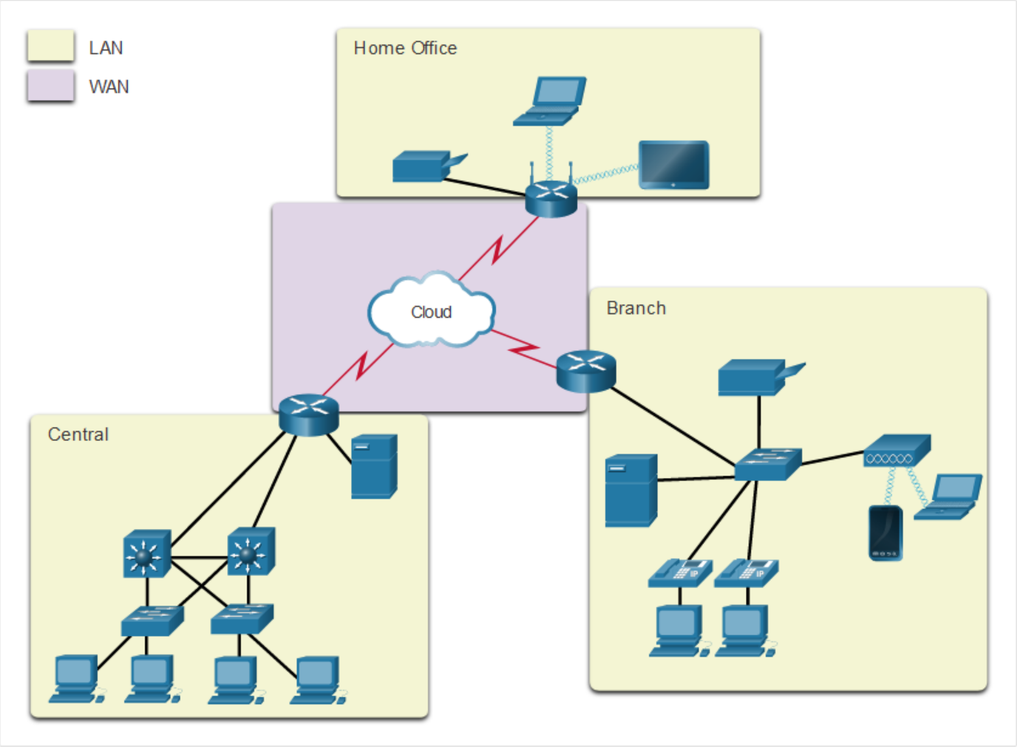
LANs and WANs

Network infrastructures vary greatly in terms of:

- Size of the area covered
- Number of users connected
- Number and types of services available
- Area of responsibility

Two most common types of networks:

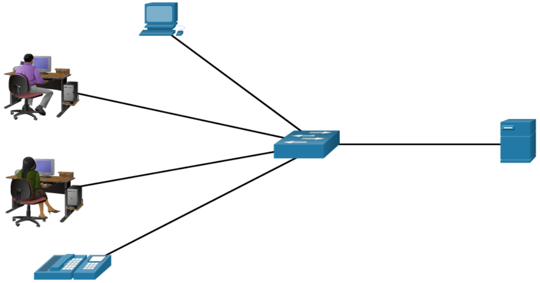
- Local Area Network (LAN)
- Wide Area Network (WAN).



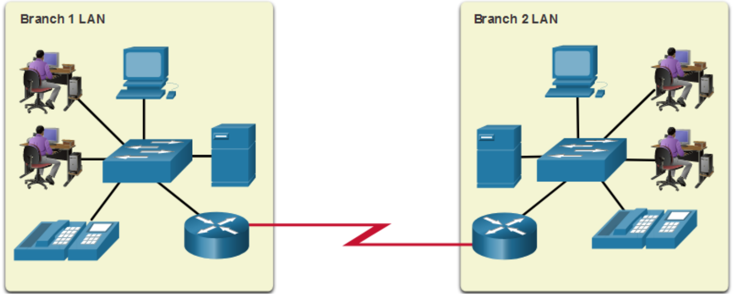
Common Types of Networks

LANs and WANs (cont.)

A LAN is a network infrastructure that spans a small geographical area.



A WAN is a network infrastructure that spans a wide geographical area.



LAN	WAN
Interconnect end devices in a limited area.	Interconnect LANs over wide geographical areas.
Administered by a single organization or individual.	Typically administered by one or more service providers.
Provide high-speed bandwidth to internal devices.	Typically provide slower speed links between LANs.

Common Types of Networks

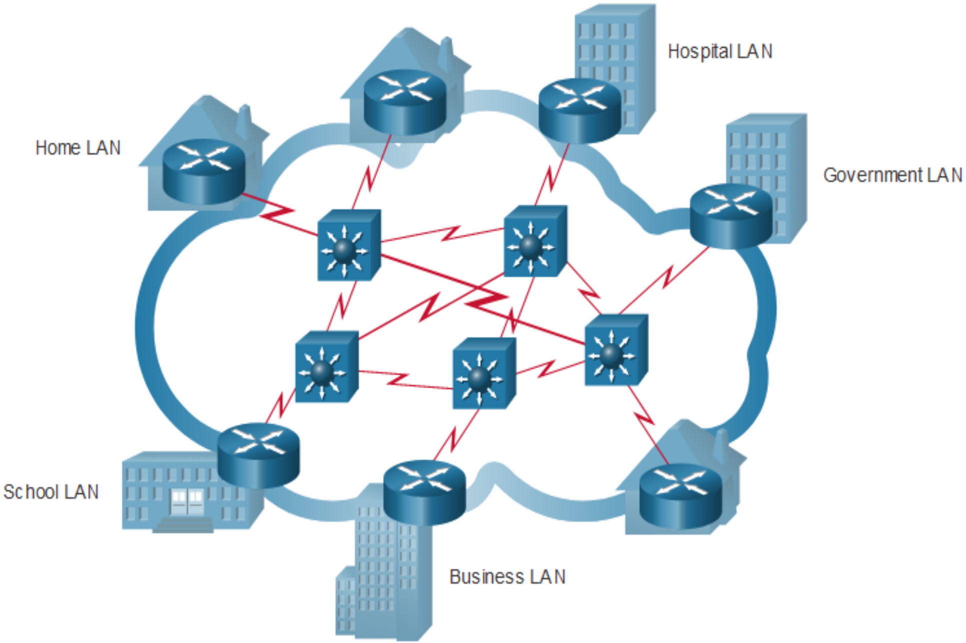
The Internet

The internet is a worldwide collection of interconnected LANs and WANs.

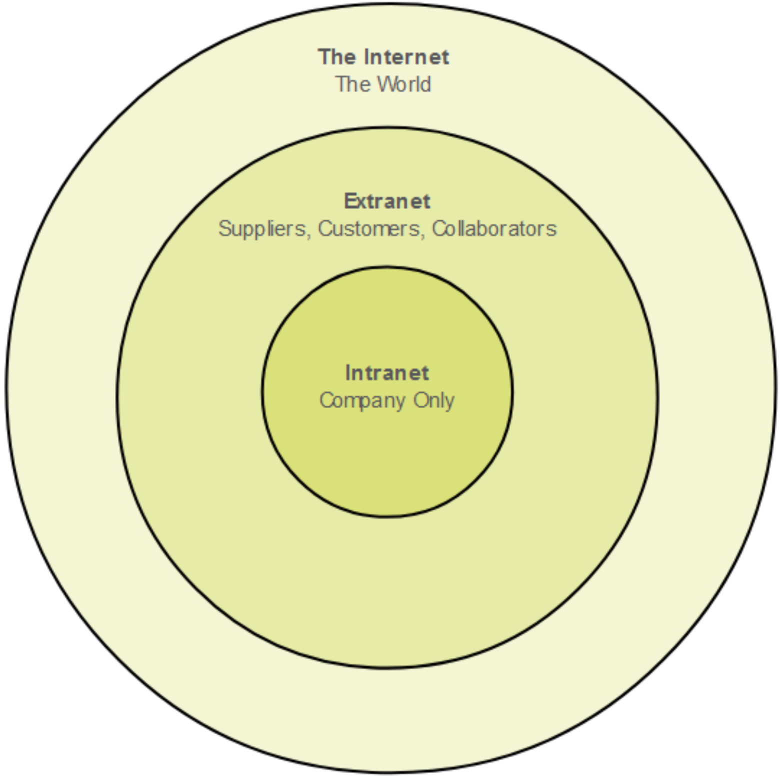
- LANs are connected to each other using WANs.
- WANs may use copper wires, fiber optic cables, and wireless transmissions.

The internet is not owned by any individual or group. The following groups were developed to help maintain structure on the internet:

- IETF
- ICANN
- IAB



Intranets and Extranets



An intranet is a private collection of LANs and WANs internal to an organization that is meant to be accessible only to the organizations members or others with authorization.

An organization might use an extranet to provide secure access to their network for individuals who work for a different organization that need access to their data on their network.

1.5 Internet Connections

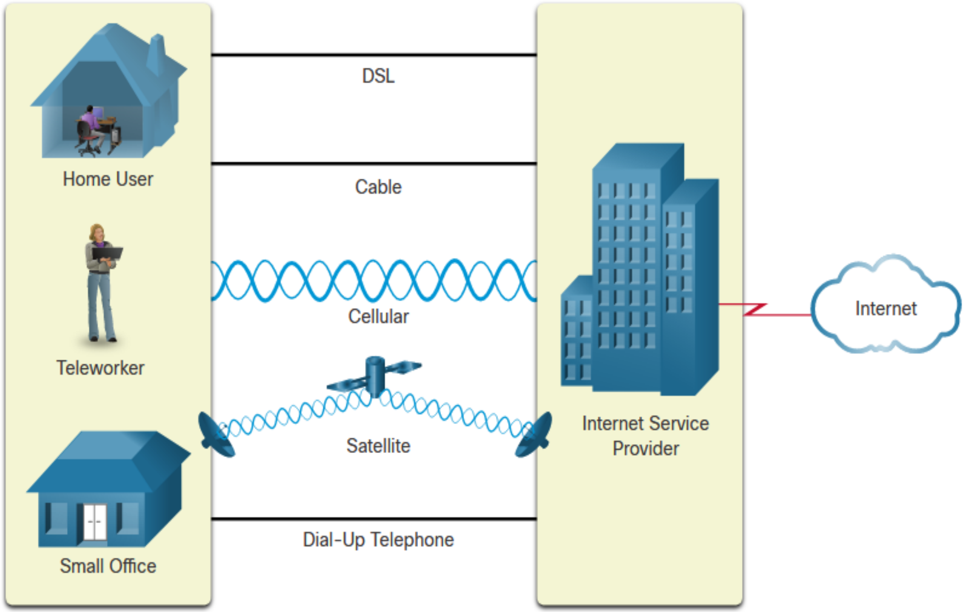
Internet Connections

Internet Access Technologies

There are many ways to connect users and organizations to the internet:

- Popular services for home users and small offices include broadband cable, broadband digital subscriber line (DSL), wireless WANs, and mobile services.
- Organizations need faster connections to support IP phones, video conferencing and data center storage.
- Business-class interconnections are usually provided by service providers (SP) and may include: business DSL, leased lines, and Metro Ethernet.

Home and Small Office Internet Connections



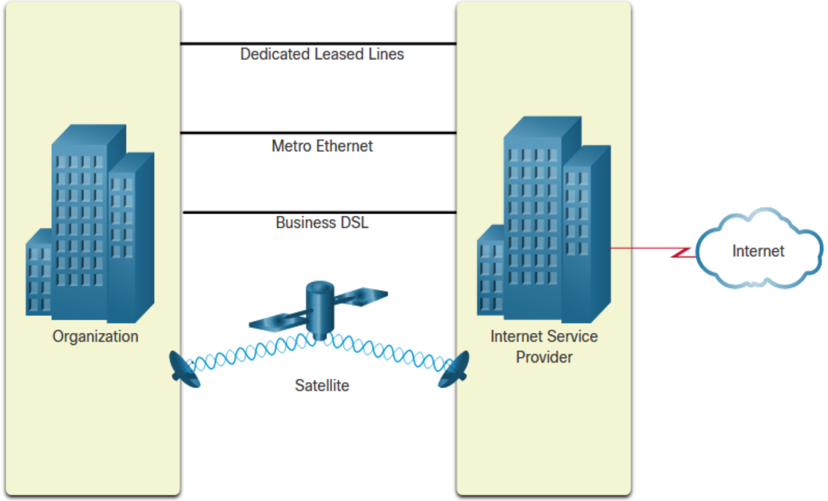
Connection	Description
Cable	high bandwidth, always on, internet offered by cable television service providers.
DSL	high bandwidth, always on, internet connection that runs over a telephone line.
Cellular	uses a cell phone network to connect to the internet.
Satellite	major benefit to rural areas without Internet Service Providers.
Dial-up telephone	an inexpensive, low bandwidth option using a modem.

Internet Connections

Businesses Internet Connections

Corporate business connections may require:

- higher bandwidth
- dedicated connections
- managed services



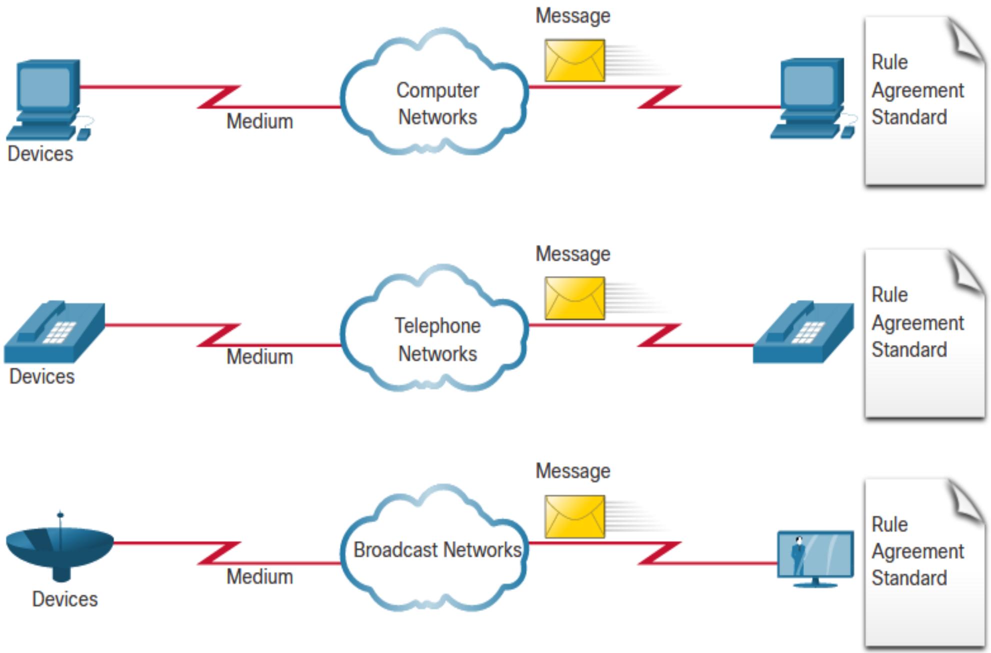
Type of Connection	Description
Dedicated Leased Line	These are reserved circuits within the service provider's network that connect distant offices with private voice and/or data networking.
Ethernet WAN	This extends LAN access technology into the WAN.
DSL	Business DSL is available in various formats including Symmetric Digital Subscriber Lines (SDSL).
Satellite	This can provide a connection when a wired solution is not available.

Internet Connections

The Converging Network

Before converged networks, an organization would have been separately cabled for telephone, video, and data. Each of these networks would use different technologies to carry the signal.

Each of these technologies would use a different set of rules and standards.

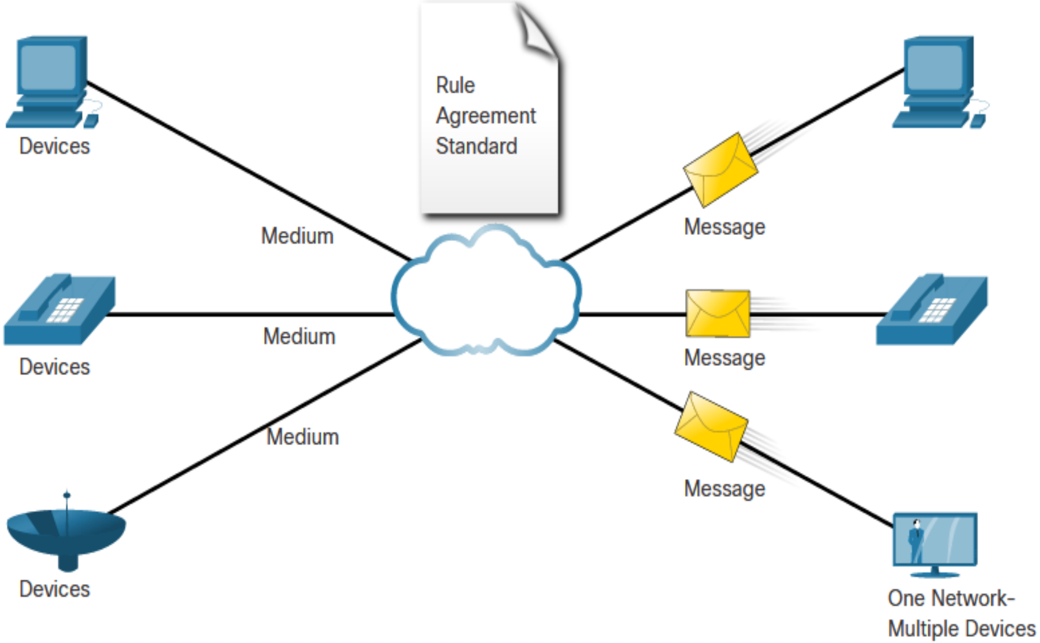


The Converging Network (Cont.)

Converged data networks carry multiple services on one link including:

- data
- voice
- video

Converged networks can deliver data, voice, and video over the same network infrastructure. The network infrastructure uses the same set of rules and standards.



Internet Connections

Video – Download and Install Packet Tracer

This video will demonstrate the download and install process of Packet Tracer.

Video – Getting Started in Cisco Packet Tracer

This video will cover the following:

- Navigate the Packet Tracer interface
- Customize the Packet Tracer Interface

Packet Tracer – Network Representation

In this Packet tracer you will do the following:

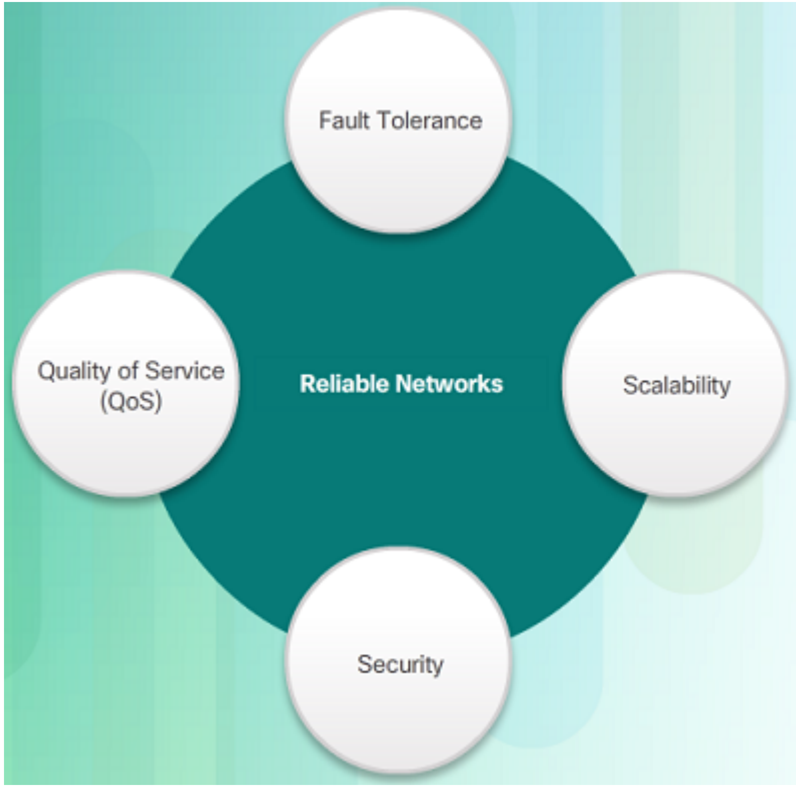
- The network model in this activity incorporates many of the technologies that you will master in your CCNA studies.

Note: It is not important that you understand everything you see and do in this activity.

1.6 Reliable Networks

Reliable Network

Network Architecture



Network Architecture refers to the technologies that support the infrastructure that moves data across the network.

There are four basic characteristics that the underlying architectures need to address to meet user expectations:

- Fault Tolerance
- Scalability
- Quality of Service (QoS)
- Security

Reliable Network

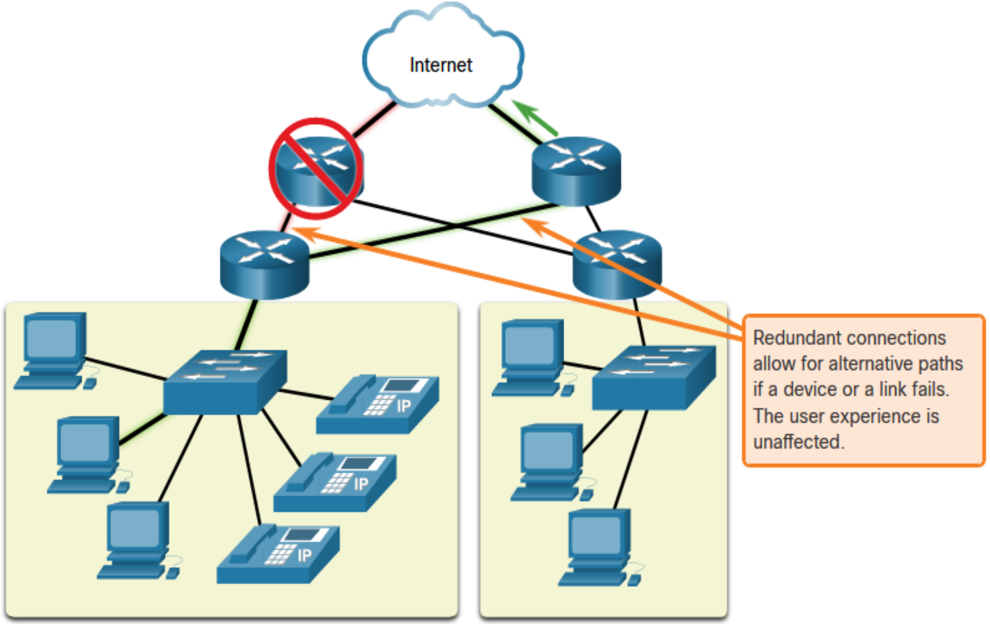
Fault Tolerance

A fault tolerant network limits the impact of a failure by limiting the number of affected devices. Multiple paths are required for fault tolerance.

Reliable networks provide redundancy by implementing a packet switched network:

- Packet switching splits traffic into packets that are routed over a network.
- Each packet could theoretically take a different path to the destination.

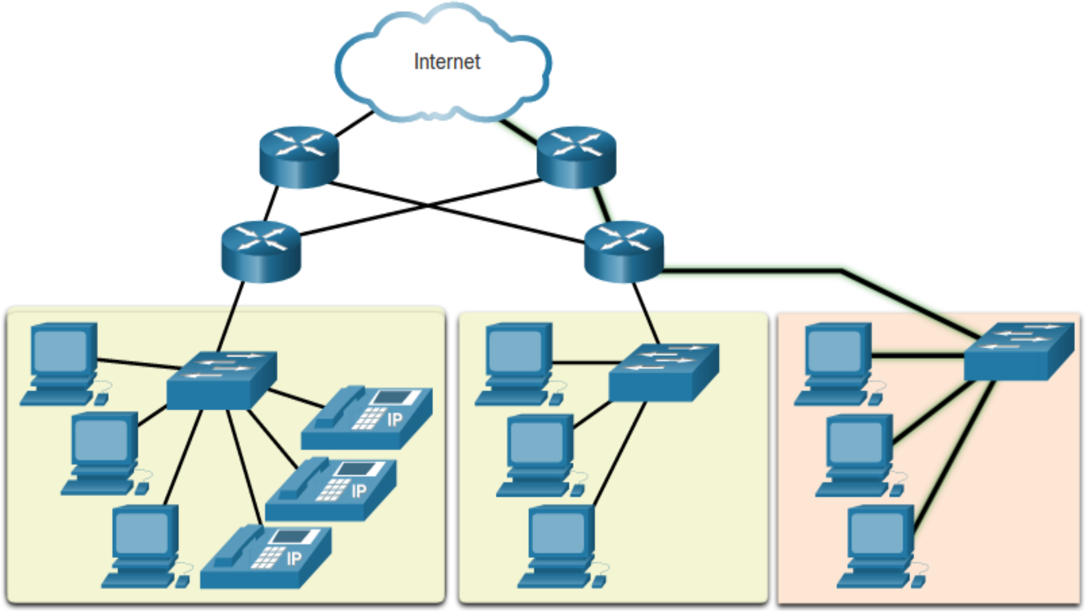
This is not possible with circuit-switched networks which establish dedicated circuits.



Redundant connections allow for alternative paths if a device or a link fails. The user experience is unaffected.

Reliable Network

Scalability



Additional users and whole networks can be connected to the Internet without degrading performance for existing users.

A scalable network can expand quickly and easily to support new users and applications without impacting the performance of services to existing users.

Network designers follow accepted standards and protocols in order to make the networks scalable.

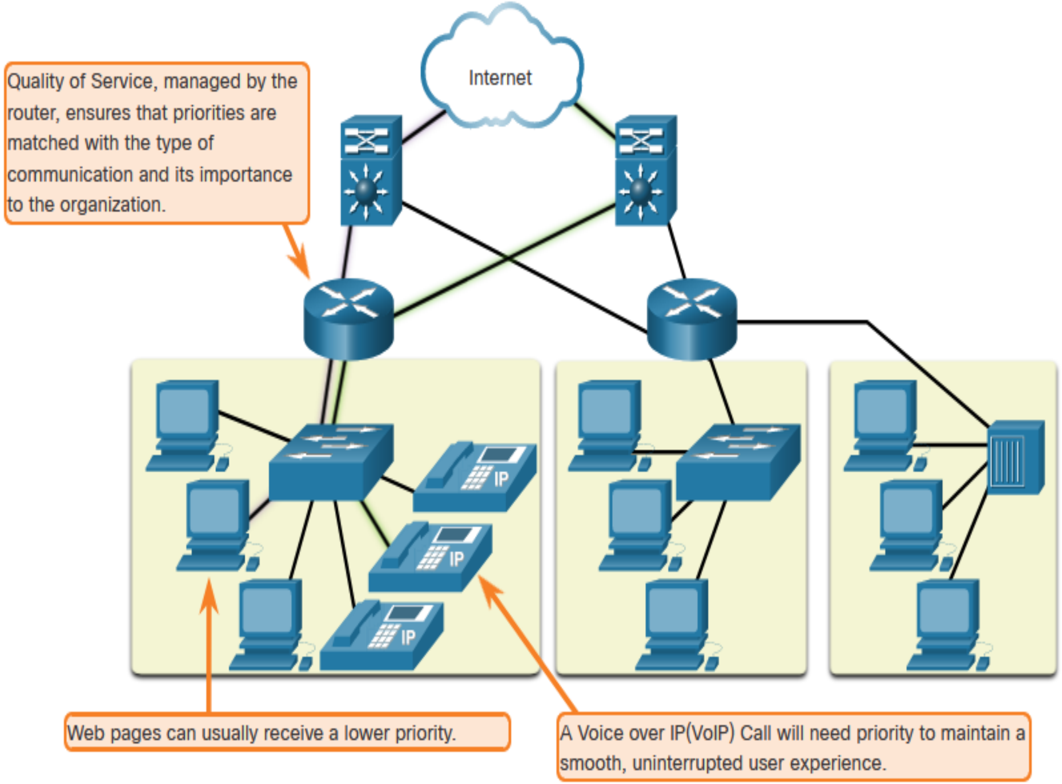
Reliable Network

Quality of Service

Voice and live video transmissions require higher expectations for those services being delivered.

Have you ever watched a live video with constant breaks and pauses? This is caused when there is a higher demand for bandwidth than available – and QoS isn't configured.

- Quality of Service (QoS) is the primary mechanism used to ensure reliable delivery of content for all users.
- With a QoS policy in place, the router can more easily manage the flow of data and voice traffic.



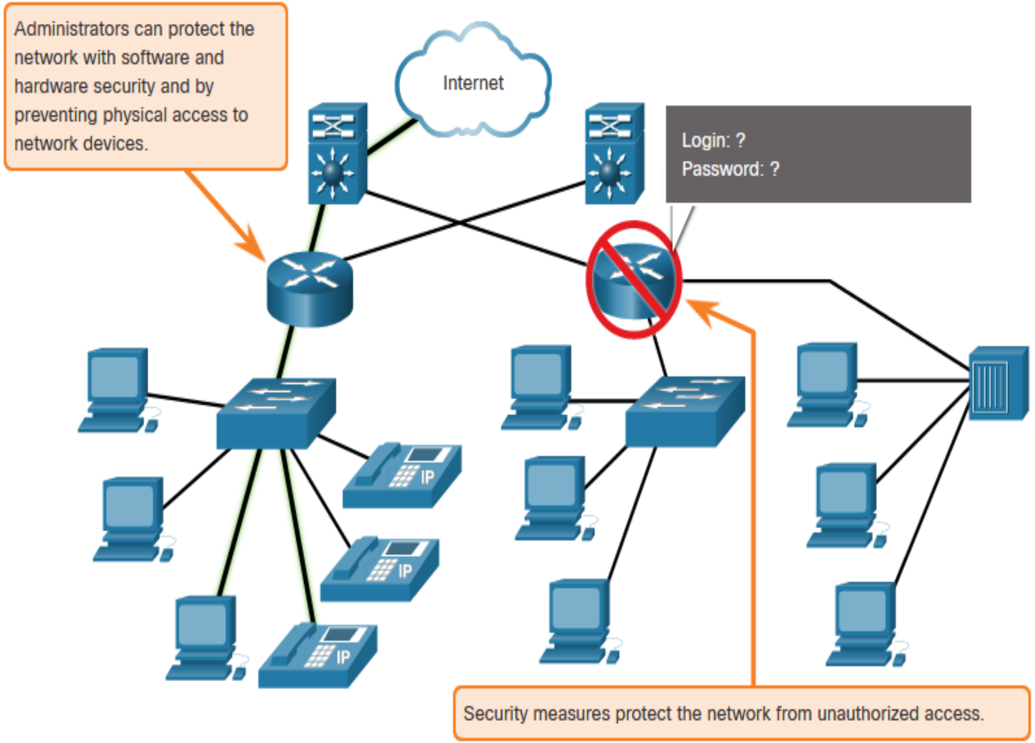
Quality of Service, managed by the router, ensures that priorities are matched with the type of communication and its importance to the organization.

Web pages can usually receive a lower priority.

A Voice over IP(VoIP) Call will need priority to maintain a smooth, uninterrupted user experience.

Reliable Network

Network Security



Administrators can protect the network with software and hardware security and by preventing physical access to network devices.

Security measures protect the network from unauthorized access.

There are two main types of network security that must be addressed:

- Network infrastructure security
  - Physical security of network devices
  - Preventing unauthorized access to the devices
- Information Security
  - Protection of the information or data transmitted over the network

Three goals of network security:

- Confidentiality – only intended recipients can read the data
- Integrity – assurance that the data has not be altered with during transmission
- Availability – assurance of timely and reliable access to data for authorized users

1.7 Network Trends

Network Trends

Recent Trends

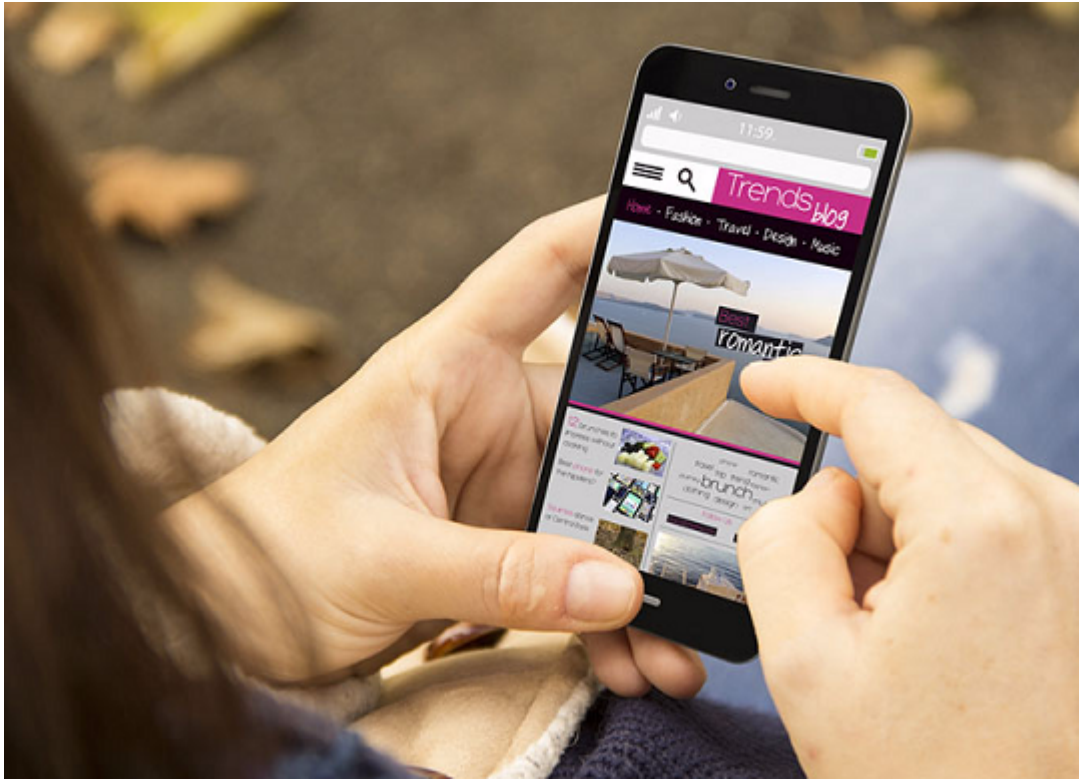
The role of the network must adjust and continually transform in order to be able to keep up with new technologies and end user devices as they constantly come to the market.

Several new networking trends that effect organizations and consumers:

- Bring Your Own Device (BYOD)
- Online collaboration
- Video communications
- Cloud computing

Network Trends

Bring Your Own Device



Bring Your Own Device (BYOD) allows users to use their own devices giving them more opportunities and greater flexibility.

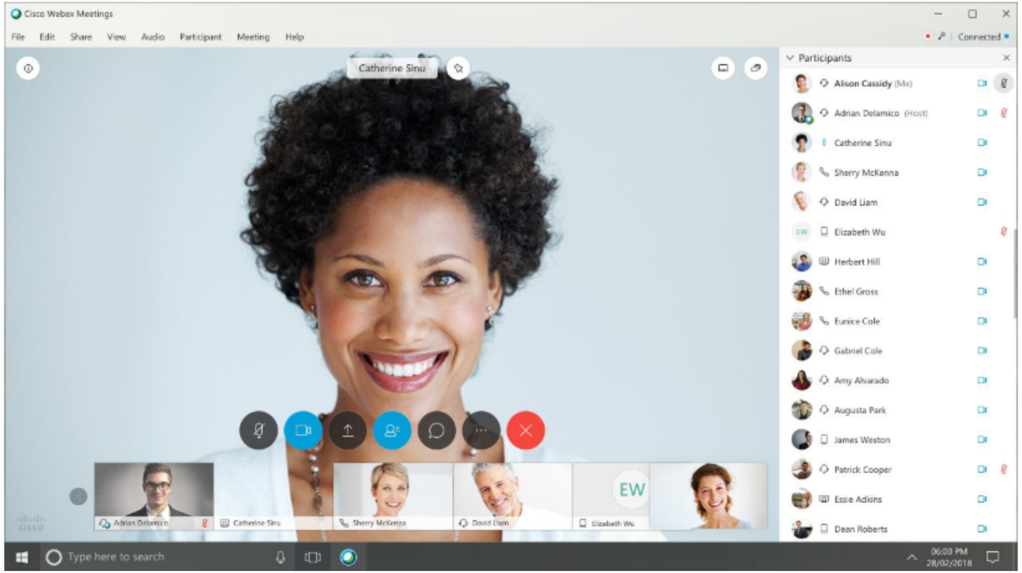
BYOD allows end users to have the freedom to use personal tools to access information and communicate using their:

- Laptops
- Netbooks
- Tablets
- Smartphones
- E-readers

BYOD means any device, with any ownership, used anywhere.

Network Trends

Online Collaboration



- Collaborate and work with others over the network on joint projects.
- Collaboration tools including Cisco WebEx (shown in the figure) gives users a way to instantly connect and interact.
- Collaboration is a very high priority for businesses and in education.
- Cisco Webex Teams is a multifunctional collaboration tool.
  - send instant messages
  - post images
  - post videos and links

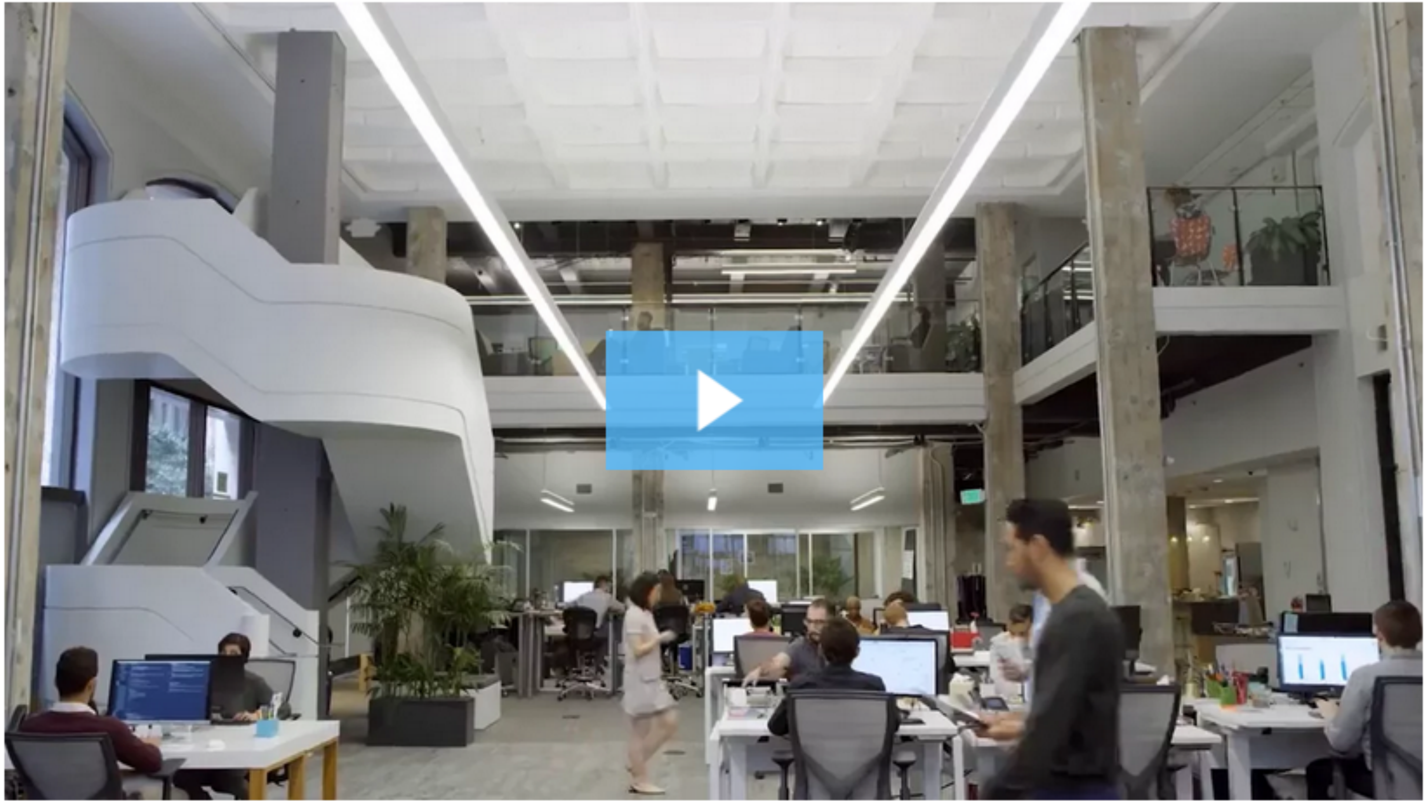
Network Trends

Video Communication

- Video calls are made to anyone, regardless of where they are located.
- Video conferencing is a powerful tool for communicating with others.
- Video is becoming a critical requirement for effective collaboration.
- Cisco TelePresence powers is one way of working where everyone, everywhere.

Network Trends

Video – Cisco WebEx for Huddles



Network Trends

Cloud Computing

Cloud computing allows us to store personal files or backup our data on servers over the internet.

- Applications can also be accessed using the Cloud.
- Allows businesses to deliver to any device anywhere in the world.

Cloud computing is made possible by data centers.

- Smaller companies that can’t afford their own data centers, lease server and storage services from larger data center organizations in the Cloud.

Network Trends

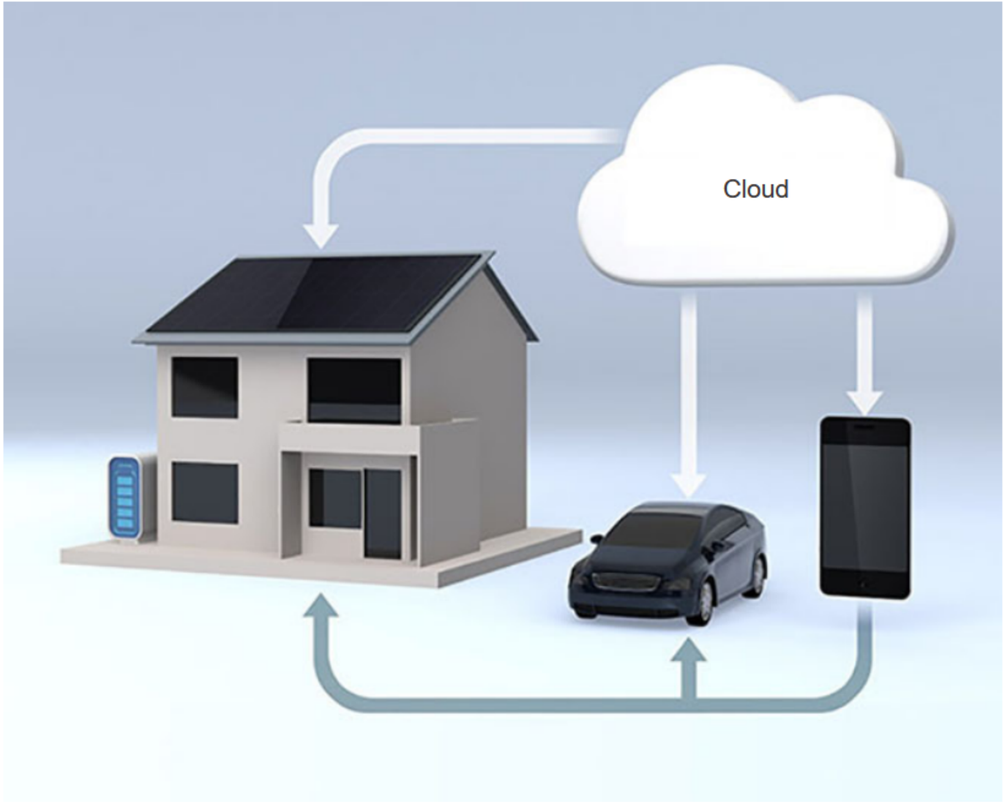
Cloud Computing (Cont.)

Four types of Clouds:

- Public Clouds
  - Available to the general public through a pay-per-use model or for free.
- Private Clouds
  - Intended for a specific organization or entity such as the government.
- Hybrid Clouds
  - Made up of two or more Cloud types – for example, part custom and part public.
  - Each part remains a distinctive object but both are connected using the same architecture.
- Custom Clouds
  - Built to meet the needs of a specific industry, such as healthcare or media.
  - Can be private or public.

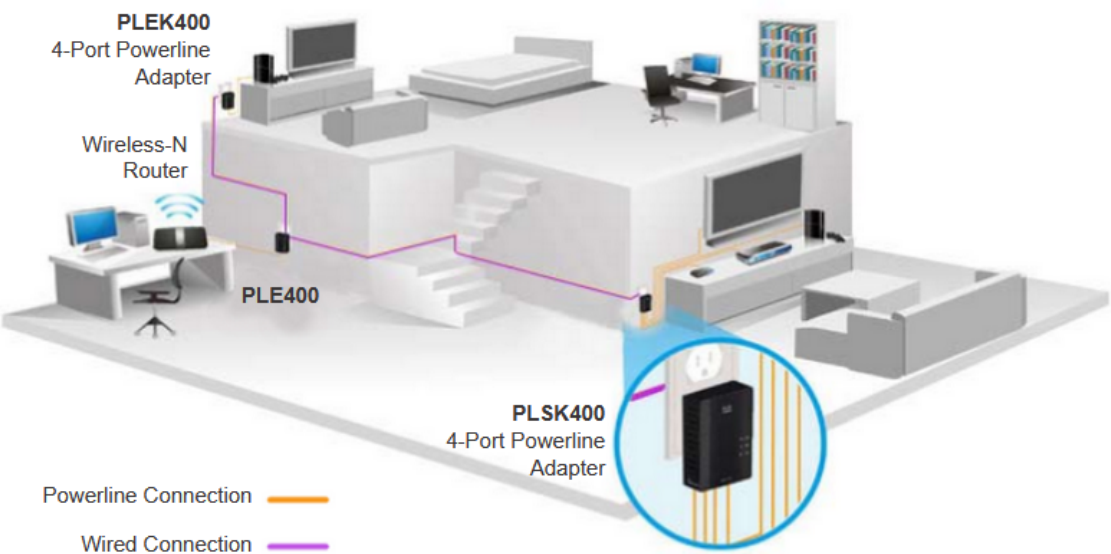
Network Trends

Technology Trends in the Home



- Smart home technology is a growing trend that allows technology to be integrated into every-day appliances which allows them to interconnect with other devices.
- Ovens might know what time to cook a meal for you by communicating with your calendar on what time you are scheduled to be home.
- Smart home technology is currently being developed for all rooms within a house.

Powerline Networking



- Powerline networking can allow devices to connect to a LAN where data network cables or wireless communications are not a viable option.
- Using a standard powerline adapter, devices can connect to the LAN wherever there is an electrical outlet by sending data on certain frequencies.
- Powerline networking is especially useful when wireless access points cannot reach all the devices in the home.

Network Trends

Wireless Broadband

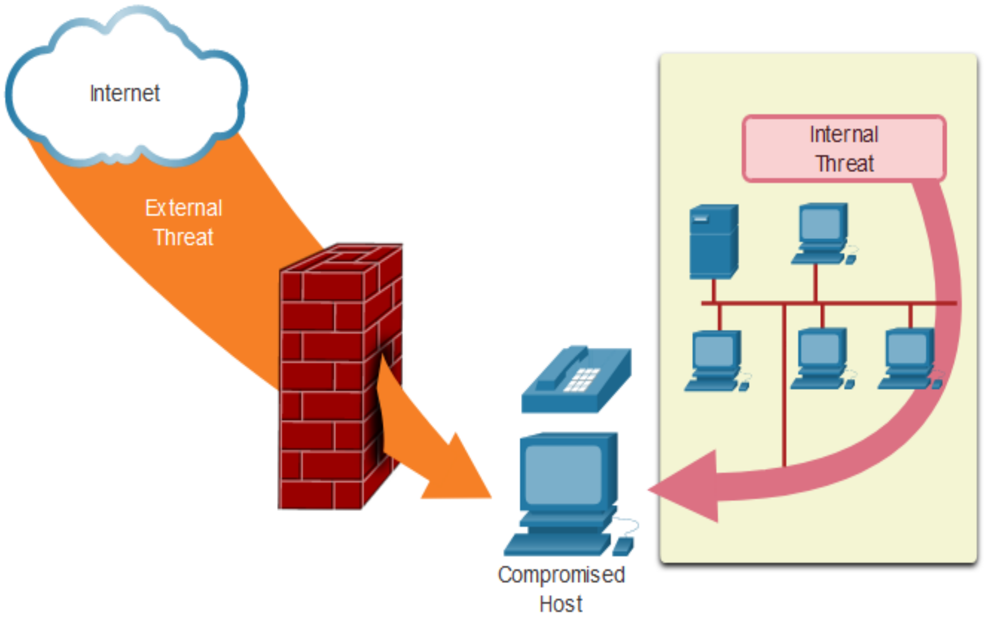
In addition to DSL and cable, wireless is another option used to connect homes and small businesses to the internet.

- More commonly found in rural environments, a Wireless Internet Service Provider (WISP) is an ISP that connects subscribers to designated access points or hotspots.
- Wireless broadband is another solution for the home and small businesses.
  - Uses the same cellular technology used by a smart phone.
  - An antenna is installed outside the house providing wireless or wired connectivity for devices in the home.

1.8 Network Security

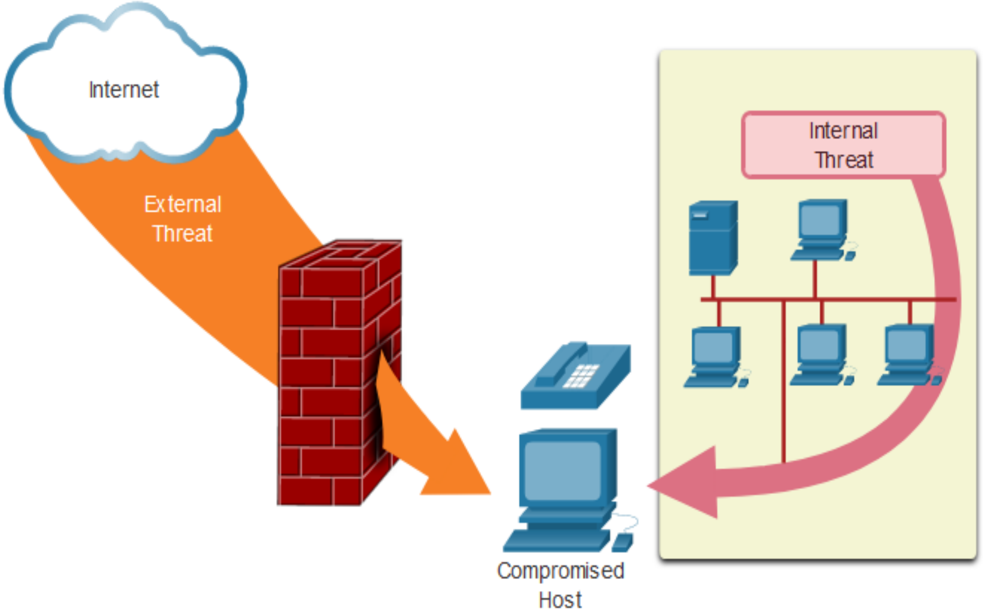
Network Security

Security Threats



- Network security is an integral part of networking regardless of the size of the network.
- The network security that is implemented must take into account the environment while securing the data, but still allowing for quality of service that is expected of the network.
- Securing a network involves many protocols, technologies, devices, tools, and techniques in order to secure data and mitigate threats.
- Threat vectors might be external or internal.

Security Threats (Cont.)



External Threats:

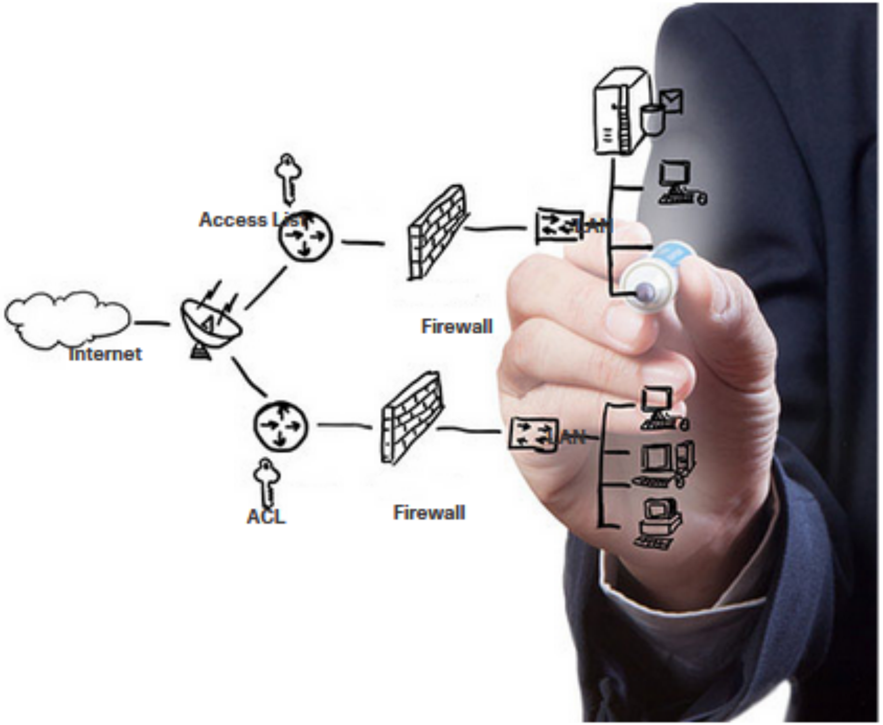
- Viruses, worms, and Trojan horses
- Spyware and adware
- Zero-day attacks
- Threat Actor attacks
- Denial of service attacks
- Data interception and theft
- Identity theft

Internal Threats:

- lost or stolen devices
- accidental misuse by employees
- malicious employees

Network Security

Security Solutions



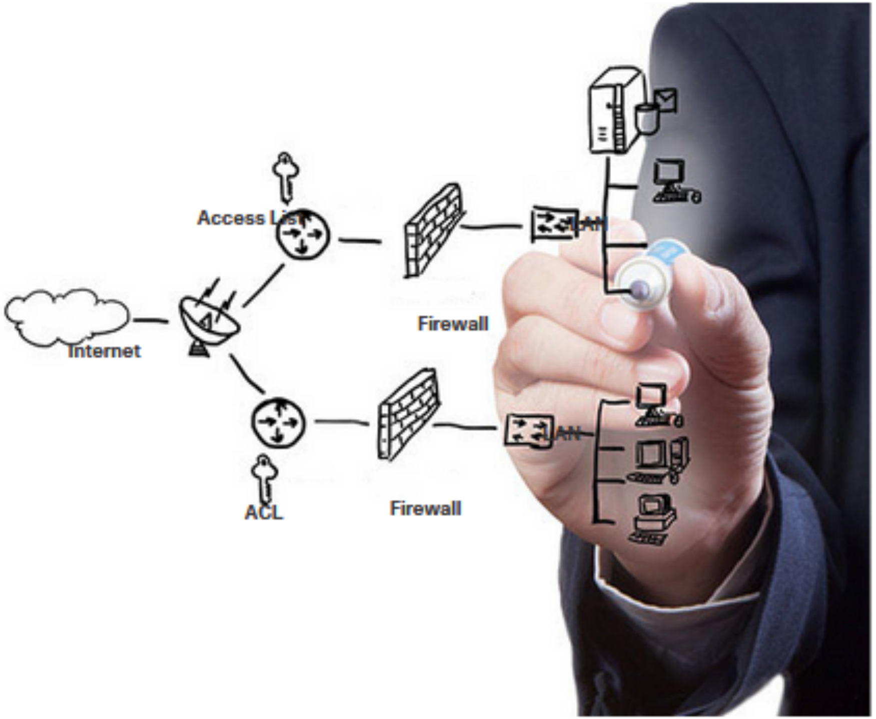
Security must be implemented in multiple layers using more than one security solution.

Network security components for home or small office network:

- Antivirus and antispyware software should be installed on end devices.
- Firewall filtering used to block unauthorized access to the network.

Network Security

Security Solutions (Cont.)



Larger networks have additional security requirements:

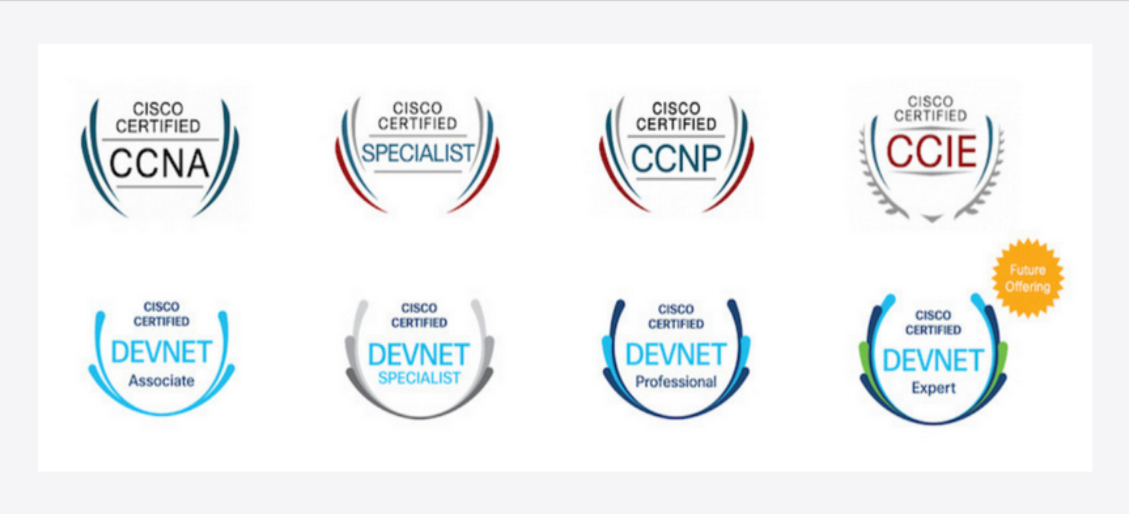
- Dedicated firewall system
- Access control lists (ACL)
- Intrusion prevention systems (IPS)
- Virtual private networks (VPN)

The study of network security starts with a clear understanding of the underlying switching and routing infrastructure.

1.9 The IT Professional

The IT Professional

CCNA


CISCO CERTIFIED CCNA
CISCO CERTIFIED SPECIALIST
CISCO CERTIFIED CCNP
CISCO CERTIFIED CCIE
CISCO CERTIFIED DEVNET Associate
CISCO CERTIFIED DEVNET SPECIALIST
CISCO CERTIFIED DEVNET Professional
Future Offering
CISCO CERTIFIED DEVNET Expert

The Cisco Certified Network Associate (CCNA) certification:

- demonstrates that you have a knowledge of foundational technologies
- ensures you stay relevant with skills needed for the adoption of next-generation technologies.

The new CCNA focus:

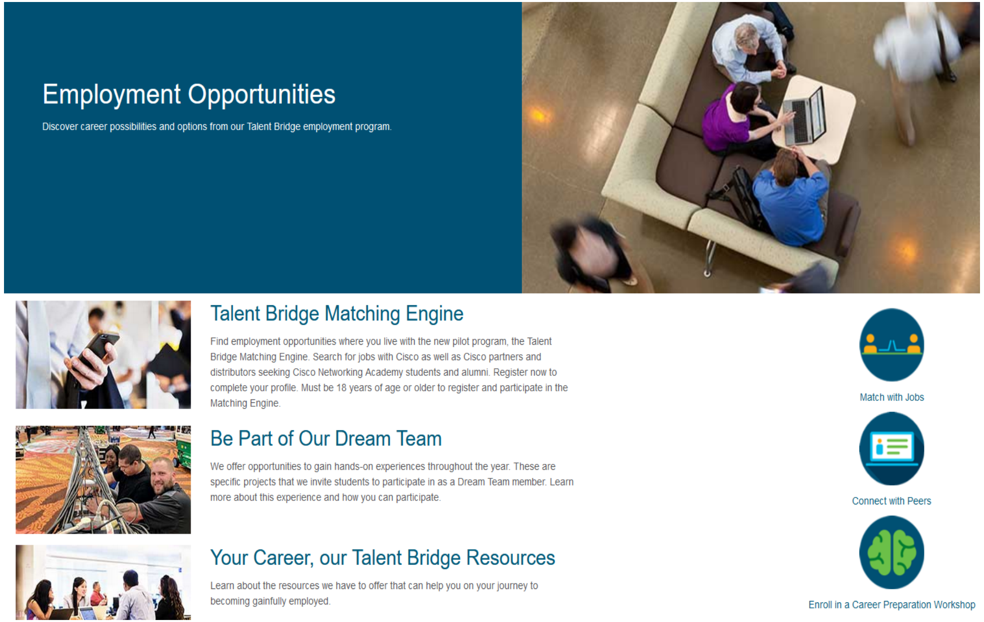
- IP foundation and security topics
- Wireless, virtualization, automation, and network programmability.

New DevNet certifications at the associate, specialist and professional levels, to validate your software development skills.

Specialist certification validate your skills in line with your job role and interests.

The IT Professional

Networking Jobs



Employment Opportunities

Discover career possibilities and options from our Talent Bridge employment program.

Talent Bridge Matching Engine

Find employment opportunities where you live with the new pilot program, the Talent Bridge Matching Engine. Search for jobs with Cisco as well as Cisco partners and distributors seeking Cisco Networking Academy students and alumni. Register now to complete your profile. Must be 18 years of age or older to register and participate in the Matching Engine.

Be Part of Our Dream Team

We offer opportunities to gain hands-on experiences throughout the year. These are specific projects that we invite students to participate in as a Dream Team member. Learn more about this experience and how you can participate.

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Learn about the resources we have to offer that can help you on your journey to becoming gainfully employed.

At www.netacad.com you can click the Careers menu and then select Employment opportunities.

- Find employment opportunities by using the Talent Bridge Matching Engine.
- Search for jobs with Cisco, Cisco partners and distributors seeking Cisco Networking Academy students and alumni.

The IT Professional

Lab – Researching IT and Networking Job Opportunities

In this lab, you will complete the following objectives:

- Research Job Opportunities
- Reflect on Research

1.10 Module Practice and Quiz

Module Practice and Quiz

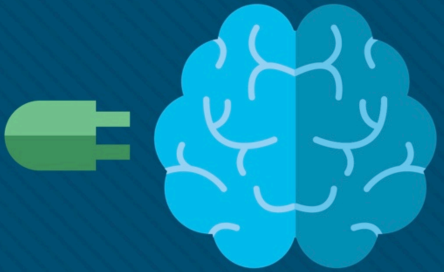
What did I learn in this module?

- Through the use of networks, we are connected like never before.
- All computers that are connected to a network and participate directly in network communication are classified as hosts.
- Diagrams of networks often use symbols to represent the different devices and connections that make up a network.
- A diagram provides an easy way to understand how devices connect in a large network.
- The two types of network infrastructures are Local Area Networks (LANs), and Wide Area Networks (WANs).
- SOHO internet connections include cable, DSL, Cellular, Satellite, and Dial-up telephone.
- Business internet connections include Dedicated Leased Line, Metro Ethernet, Business DSL, and Satellite.

Module Practice and Quiz

What did I learn in this module? (Cont.)

- Network architecture refers to the technologies that support the infrastructure and the programmed services and rules, or protocols, that move data across the network.
- There are four basic characteristics of network architecture: Fault Tolerance, Scalability, Quality of Service (QoS), and Security.
- Recent networking trends that affect organizations and consumers: Bring Your Own Device (BYOD), online collaboration, video communications, and cloud computing.
- There are several common external and internal threats to networks.
- Larger networks and corporate networks use antivirus, antispyware, and firewall filtering, but they also have other security requirements: Dedicated firewall systems, Access control lists (ACL), Intrusion prevention systems (IPS), and Virtual private networks (VPN)
- The Cisco Certified Network Associate (CCNA) certification demonstrates your knowledge of foundational technologies.



Module 2: Basic Switch and End Device Configuration

Instructor Materials

Introduction to Networks v7.0
(ITN)

What to Expect in this Module

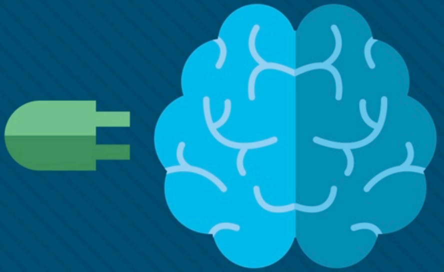
- To facilitate learning, the following features within the GUI may be included in this module:

Feature	Description
Animations	Expose learners to new skills and concepts.
Videos	Expose learners to new skills and concepts.
Check Your Understanding(CYU)	Per topic online quiz to help learners gauge content understanding.
Interactive Activities	A variety of formats to help learners gauge content understanding.
Syntax Checker	Small simulations that expose learners to Cisco command line to practice configuration skills.
PT Activity	Simulation and modeling activities designed to explore, acquire, reinforce, and expand skills.

What to Expect in this Module (Cont.)

- To facilitate learning, the following features may be included in this module:

Feature	Description
Hands-On Labs	Labs designed for working with physical equipment.
Class Activities	These are found on the Instructor Resources page. Class Activities are designed to facilitate learning, class discussion, and collaboration.
Module Quizzes	Self-assessments that integrate concepts and skills learned throughout the series of topics presented in the module.
Module Summary	Briefly recaps module content.



Module 2: Basic Switch and End Device Configuration

Introductions to Networks v7.0
(ITN)

Module Objectives

Module Title: Basic Switch and End Device Configuration

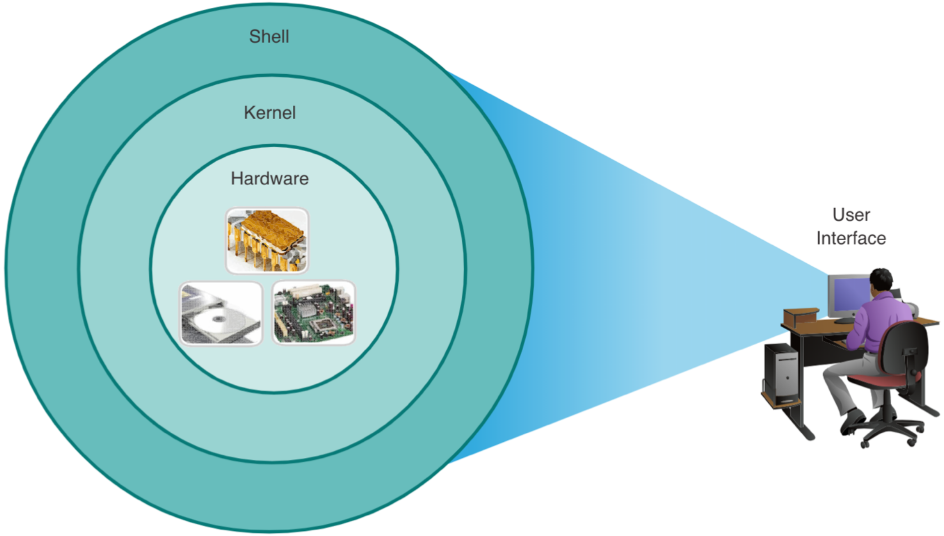
Module Objective: Implement initial settings including passwords, IP addressing, and default gateway parameters on a network switch and end devices.

Topic Title	Topic Objective
Cisco IOS Access	Explain how to access a Cisco IOS device for configuration purposes.
IOS Navigation	Explain how to navigate Cisco IOS to configure network devices.
The Command Structure	Describe the command structure of Cisco IOS software.
Basic Device Configuration	Configure a Cisco IOS device using CLI.
Save Configurations	Use IOS commands to save the running configuration.
Ports and Addresses	Explain how devices communicate across network media.
Configure IP Addressing	Configure a host device with an IP address.
Verify Connectivity	Verify connectivity between two end devices.

2.1 Cisco IOS Access

Operating Systems

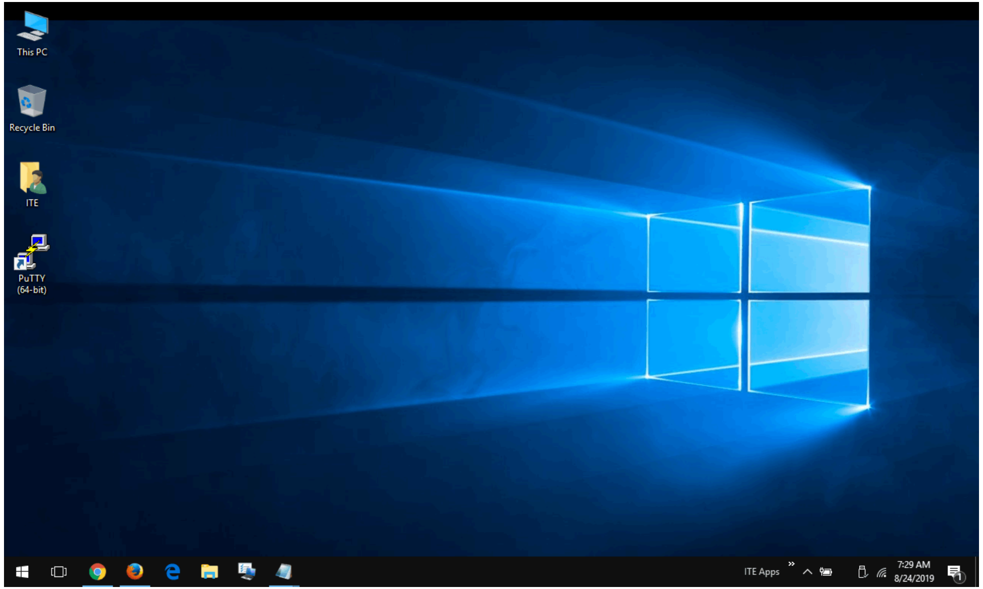
- **Shell** - The user interface that allows users to request specific tasks from the computer. These requests can be made either through the CLI or GUI interfaces.
- **Kernel** - Communicates between the hardware and software of a computer and manages how hardware resources are used to meet software requirements.
- **Hardware** - The physical part of a computer including underlying electronics.



Cisco IOS Access

GUI

- A GUI allows the user to interact with the system using an environment of graphical icons, menus, and windows.
- A GUI is more user-friendly and requires less knowledge of the underlying command structure that controls the system.
- Examples of these are: Windows, macOS, Linux KDE, Apple iOS and Android.
- GUIs can fail, crash, or simply not operate as specified. For these reasons, network devices are typically accessed through a CLI.

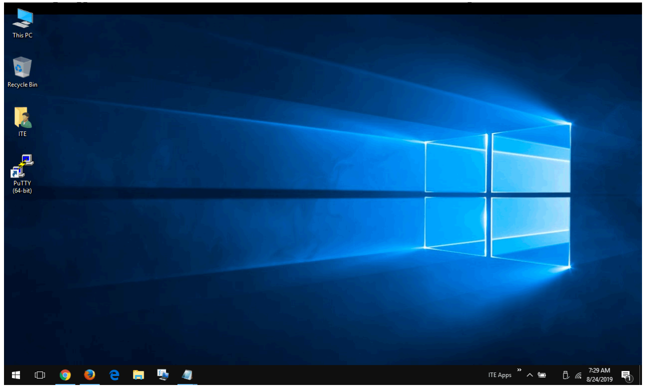


Cisco IOS Access

Purpose of an OS

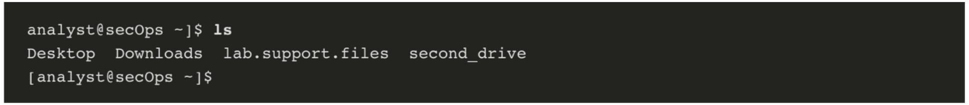
PC operating system enables a user to do the following:

- Use a mouse to make selections and run programs
- Enter text and text-based commands



CLI-based network operating system enables a network technician to do the following:

- Use a keyboard to run CLI-based network programs
- Use a keyboard to enter text and text-based commands
- View output on a monitor

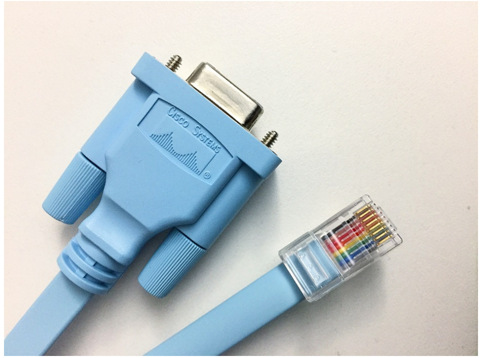


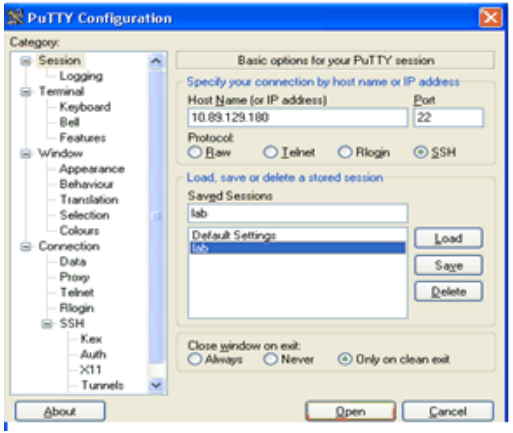
```
analyst@secOps ~]$ ls
Desktop  Downloads  lab.support.files  second_drive
[analyst@secOps ~]$
```

Cisco IOS Access

Access Methods

- **Console** – A physical management port used to access a device in order to provide maintenance, such as performing the initial configurations.
- **Secure Shell (SSH)** – Establishes a secure remote CLI connection to a device, through a virtual interface, over a network. (Note: This is the recommended method for remotely connecting to a device.)
- **Telnet** – Establishes an insecure remote CLI connection to a device over the network. (Note: User authentication, passwords and commands are sent over the network in plaintext.)





Basic options for your PuTTY session

Specify your connection by host name or IP address

Host Name (or IP address): 10.89.129.180

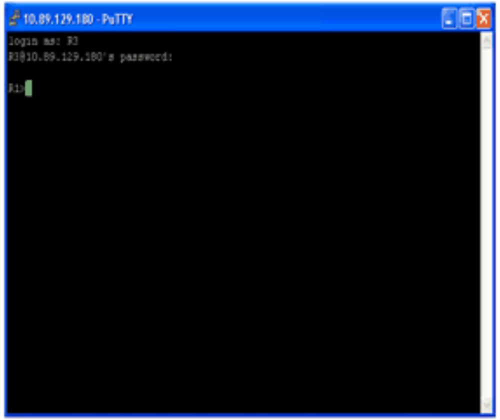
Port: 22

Protocol: ○ Raw ○ Telnet ○ Rlogin ● SSH

Load, save or delete a stored session

Saved Sessions: lab

Close window on exit: ○ Always ○ Never ● Only on clean exit

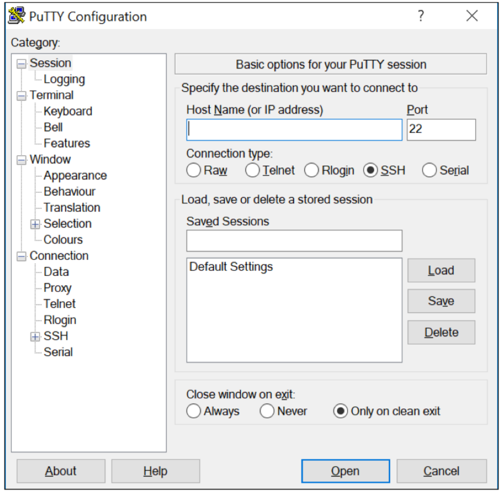


```
login as: R3
R3@10.89.129.180's password:

R1>
```

Cisco IOS Access

Terminal Emulation Programs

- Terminal emulation programs are used to connect to a network device by either a console port or by an SSH/Telnet connection.
- There are several terminal emulation programs to chose from such as PuTTY, Tera Term and SecureCRT.



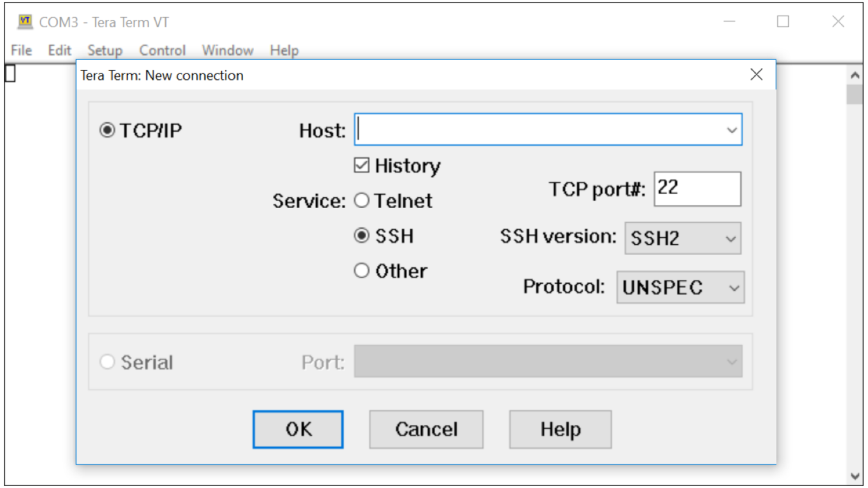
Specify the destination you want to connect to

Host Name (or IP address):

Port: 22

Connection type: ○ Raw ○ Telnet ○ Rlogin ● SSH ○ Serial

Close window on exit: ○ Always ○ Never ● Only on clean exit



● TCP/IP Host:

☑ History

Service: ○ Telnet ● SSH ○ Other

TCP port#: 22

SSH version: SSH2

Protocol: UNSPEC

○ Serial Port:

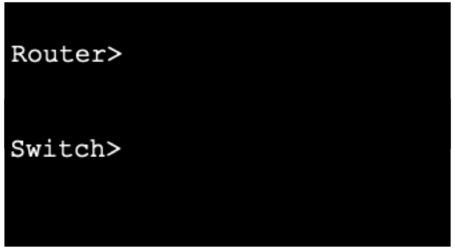
2.2 IOS Navigation

IOS Navigation

Primary Command Modes

User EXEC Mode:

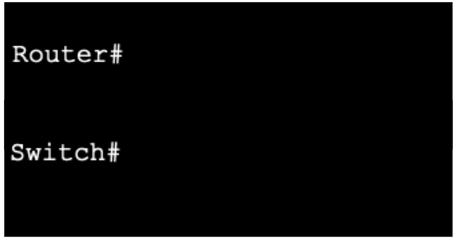
- Allows access to only a limited number of basic monitoring commands
- Identified by the CLI prompt that ends with the > symbol



```
Router>

Switch>
```

Privileged EXEC Mode:

- Allows access to all commands and features
- Identified by the CLI prompt that ends with the # symbol



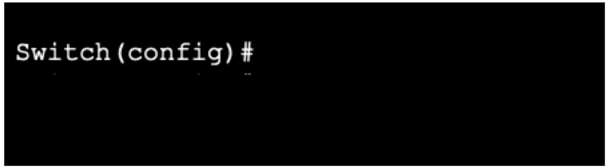
```
Router#

Switch#
```

IOS Navigation

Configuration Mode and Subconfiguration Modes

Global Configuration Mode:

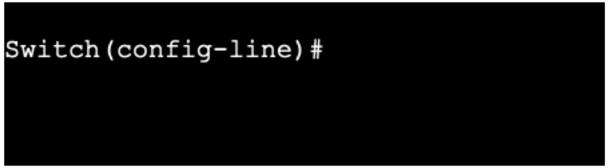
- Used to access configuration options on the device



```
Switch(config)#
```

Line Configuration Mode:

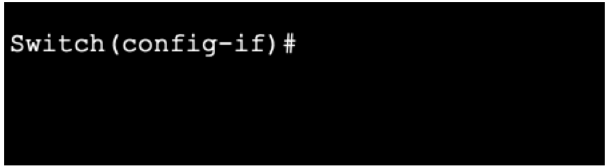
- Used to configure console, SSH, Telnet or AUX access



```
Switch(config-line)#
```

Interface Configuration Mode:

- Used to configure a switch port or router interface



```
Switch(config-if)#
```

IOS Navigation

Video – IOS CLI Primary Command Modes

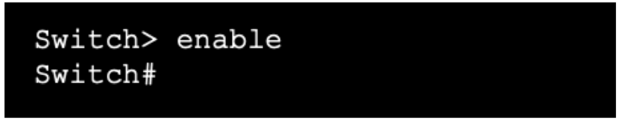
This video will cover the following:

- User EXEC mode
- Privilege EXEC mode
- Global Config mode

IOS Navigation

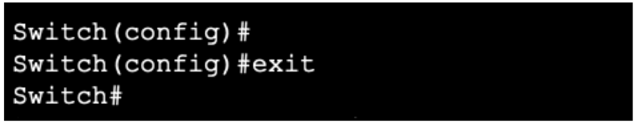
Navigation Between IOS Modes

- **Privileged EXEC Mode:**
  - To move from user EXEC mode to privilege EXEC mode, use the **enabled** command.



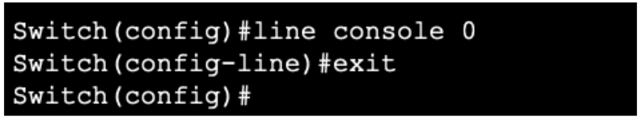
```
Switch> enable
Switch#
```

- **Global Configuration Mode:**
  - To move in and out of global configuration mode, use the **configure terminal** command. To return to privilege EXEC mode, use the **exit** command.



```
Switch(config)#
Switch(config)#exit
Switch#
```

- **Line Configuration Mode:**
  - To move in and out of line configuration mode, use the **line** command followed by the management line type. To return to global configuration mode, use the **exit** command.



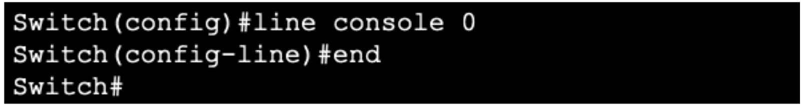
```
Switch(config)#line console 0
Switch(config-line)#exit
Switch(config)#
```

IOS Navigation

Navigation Between IOS Modes (Cont.)

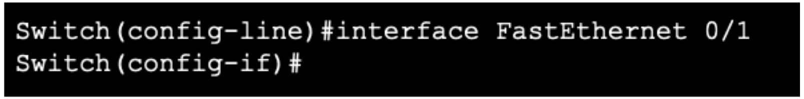
Subconfiguration Modes:

- To move out of any subconfiguration mode to get back to global configuration mode, use the **exit** command. To return to privilege EXEC mode, use the **end** command or key combination **Ctrl +Z**.



```
Switch(config)#line console 0
Switch(config-line)#end
Switch#
```

- To move directly from one subconfiguration mode to another, type in the desired subconfiguration mode command. In the example, the command prompt changes from **(config-line)#** to **(config-if)#**.



```
Switch(config-line)#interface FastEthernet 0/1
Switch(config-if)#
```

Video – Navigation Between IOS Modes

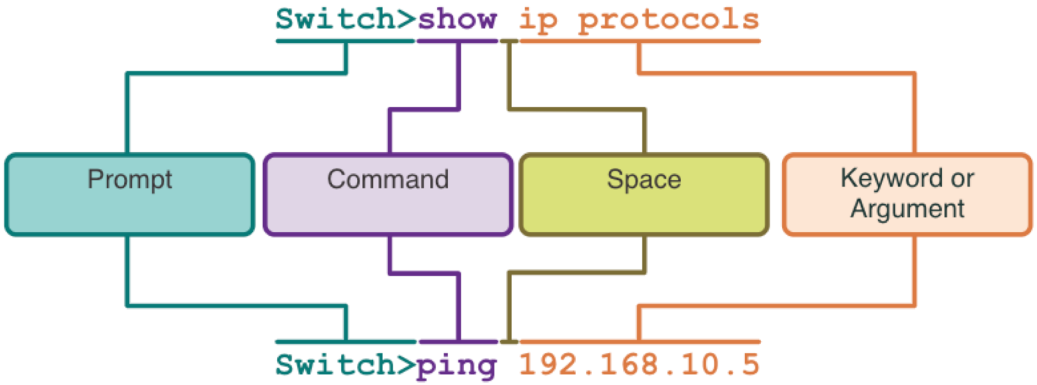
This video will cover the following:

- enable
- disable
- configure terminal
- exit
- end
- Control + Z on keyboard
- Other commands to enter sub configuration modes

2.3 The Command Structure

The Command Structure

Basic IOS Command Structure



- **Keyword** – This is a specific parameter defined in the operating system (in the figure, **ip protocols**).
- **Argument** - This is not predefined; it is a value or variable defined by the user (in the figure, **192.168.10.5**).

The Command Structure

IOS Command Syntax Check

A command might require one or more arguments. To determine the keywords and arguments required for a command, refer to the command syntax.

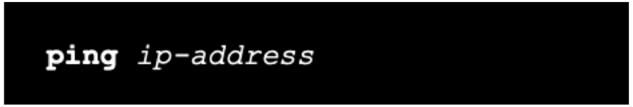
- Boldface text indicates commands and keywords that are entered as shown.
- Italic text indicates an argument for which the user provides the value.

Convention	Description
boldface	Boldface text indicates commands and keywords that you enter literally as shown.
italics	Italic text indicates arguments for which you supply values.
[x]	Square brackets indicate an optional element (keyword or argument).
{x}	Braces indicate a required element (keyword or argument).
[x {y | z }]	Braces and vertical lines within square brackets indicate a required choice within an optional element. Spaces are used to clearly delineate parts of the command.

IOS Command Syntax Check (Cont.)

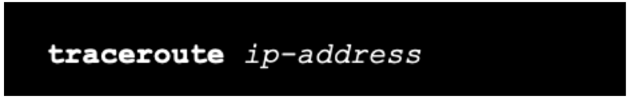
- The command syntax provides the pattern, or format, that must be used when entering a command.

- The command is **ping** and the user-defined argument is the *ip-address* of the destination device. For example, **ping 10.10.10.5**.



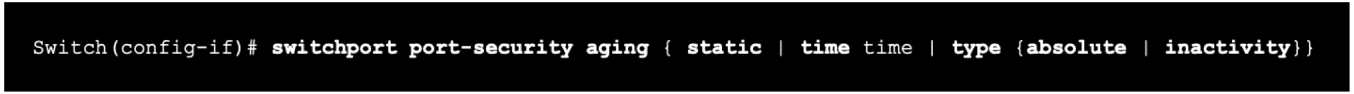
```
ping ip-address
```

- The command is **traceroute** and the user-defined argument is the *ip-address* of the destination device. For example, **traceroute 192.168.254.254**.



```
traceroute ip-address
```

- If a command is complex with multiple arguments, you may see it represented like this:



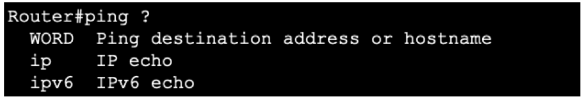
```
Switch(config-if)# switchport port-security aging { static | time time | type {absolute | inactivity}}
```

The Command Structure

IOS Help Features

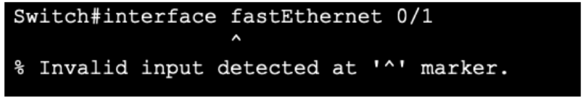
The IOS has two forms of help available: context-sensitive help and command syntax check.

- Context-sensitive help enables you to quickly find answers to these questions:
  - Which commands are available in each command mode?
  - Which commands start with specific characters or group of characters?
  - Which arguments and keywords are available to particular commands?



```
Router#ping ?
  WORD  Ping destination address or hostname
  ip    IP echo
  ipv6  IPv6 echo
```

- Command syntax check verifies that a valid command was entered by the user.
  - If the interpreter cannot understand the command being entered, it will provide feedback describing what is wrong with the command.



```
Switch#interface fastEthernet 0/1
                 ^
% Invalid input detected at '^' marker.
```

The Command Structure

Video – Context Sensitive Help and Command Syntax Checker

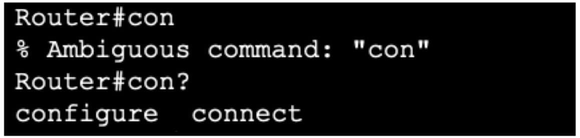
This video will cover the following:

- Use the help command in user EXEC, privileged EXEC, and global config mode
- Finish commands and arguments with the help command
- Use the command syntax checker to fix syntax errors and incomplete commands

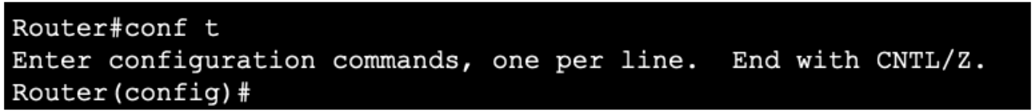
The Command Structure

Hot Keys and Shortcuts

- The IOS CLI provides hot keys and shortcuts that make configuring, monitoring, and troubleshooting easier.
- Commands and keywords can be shortened to the minimum number of characters that identify a unique selection. For example, the **configure** command can be shortened to **conf** because **configure** is the only command that begins with **conf**.



```
Router#con
% Ambiguous command: "con"
Router#con?
configure  connect
```



```
Router#conf t
Enter configuration commands, one per line.  End with CNTL/Z.
Router(config)#
```

The Command Structure

Hot Keys and Shortcuts (Cont.)

- The table below is a brief list of keystrokes to enhance command line editing.

Keystroke	Description
Tab	Completes a partial command name entry.
Backspace	Erases the character to the left of the cursor.
Left Arrow or **Ctrl+B**	Moves the cursor one character to the left.
Right Arrow or **Ctrl+F**	Moves the cursor one character to the right.
Up Arrow or **Ctrl+P**	Recalls the commands in the history buffer, beginning with the most recent commands.

The Command Structure

Hot Keys and Shortcuts (Cont.)

- When a command output produces more text than can be displayed in a terminal window, the IOS will display a **"--More--"** prompt. The table below describes the keystrokes that can be used when this prompt is displayed.

Keystroke	Description
Enter Key	Displays the next line.
Space Bar	Displays the next screen.
Any other key	Ends the display string, returning to privileged EXEC mode.

- The table below lists commands that can be used to exit out of an operation.

Keystroke	Description
Ctrl-C	When in any configuration mode, ends the configuration mode and returns to privileged EXEC mode.
Ctrl-Z	When in any configuration mode, ends the configuration mode and returns to privileged EXEC mode.
Ctrl-Shift-6	All-purpose break sequence used to abort DNS lookups, traceroutes, pings, etc.

Note: To see more hot keys and shortcuts refer to 2.3.5.

The Command Structure

Video – Hot Keys and Shortcuts

This video will cover the following:

- Tab key (tab completion)
- Command shortening
- Up and down arrow key
- CTRL + C
- CTRL + Z
- CTRL + Shift + 6
- CTRL + R

The Command Structure

Packet Tracer – Navigate the IOS

In this Packet Tracer, you will do the following:

- Establish Basic Connections, Access the CLI, and Explore Help
- Explore EXEC Modes
- Set the Clock

The Command Structure

Lab – Navigate the IOS by Using Tera Term for Console Connectivity

In this lab, you complete the following objectives:

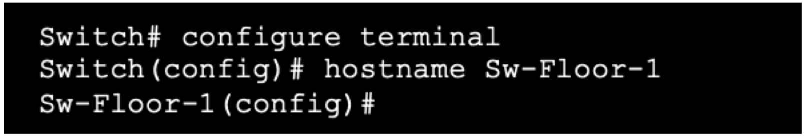
- Access a Cisco Switch through the Serial Console Port
- Display and Configure Basic Device Settings
- (Optional) Access a Cisco Router Using a Mini-USB Console Cable

2.4 Basic Device Configuration

Basic Device Configuration

Device Names

- The first configuration command on any device should be to give it a unique hostname.
- By default, all devices are assigned a factory default name. For example, a Cisco IOS switch is "Switch.”
- Guideline for naming devices:
  - Start with a letter
  - Contain no spaces
  - End with a letter or digit
  - Use only letters, digits, and dashes
  - Be less than 64 characters in length



```
Switch# configure terminal
Switch(config)# hostname Sw-Floor-1
Sw-Floor-1(config)#
```

Note: To return the switch to the default prompt, use the **no hostname** global config command.

Basic Device Configuration

Password Guidelines

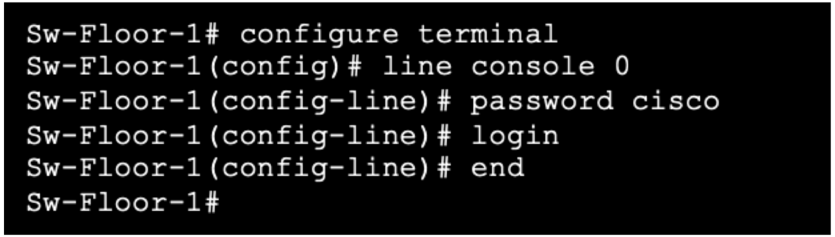
- The use of weak or easily guessed passwords are a security concern.
- All networking devices should limit administrative access by securing privileged EXEC, user EXEC, and remote Telnet access with passwords. In addition, all passwords should be encrypted and legal notifications provided.
  - Password Guidelines:
    - Use passwords that are more than eight characters in length.
    - Use a combination of upper and lowercase letters, numbers, special characters, and/or numeric sequences.
    - Avoid using the same password for all devices.
    - Do not use common words because they are easily guessed.

Note: Most of the labs in this course use simple passwords such as **cisco** or **class**. These passwords are considered weak and easily guessable and should be avoided in production environments.

Configure Passwords

Securing user EXEC mode access:

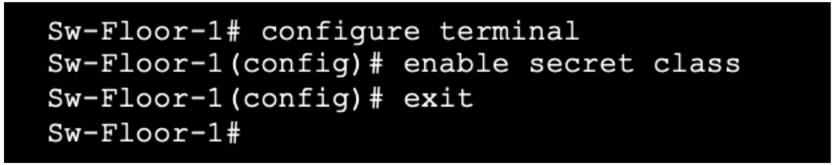
- First enter line console configuration mode using the **line console 0** command in global configuration mode.
- Next, specify the user EXEC mode password using the **password** *password* command.
- Finally, enable user EXEC access using the **login** command.



```
Sw-Floor-1# configure terminal
Sw-Floor-1(config)# line console 0
Sw-Floor-1(config-line)# password cisco
Sw-Floor-1(config-line)# login
Sw-Floor-1(config-line)# end
Sw-Floor-1#
```

Securing privileged EXEC mode access:

- First enter global configuration mode.
- Next, use the **enable secret** *password* command.



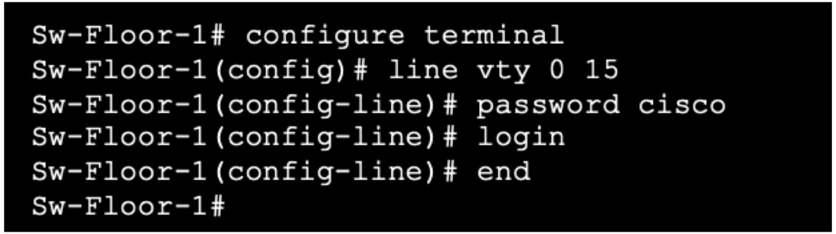
```
Sw-Floor-1# configure terminal
Sw-Floor-1(config)# enable secret class
Sw-Floor-1(config)# exit
Sw-Floor-1#
```

Basic Device Configuration

Configure Passwords (Cont.)

Securing VTY line access:

- First enter line VTY configuration mode using the **line vty 0 15** command in global configuration mode.
- Next, specify the VTY password using the **password** *password* command.
- Finally, enable VTY access using the **login** command.

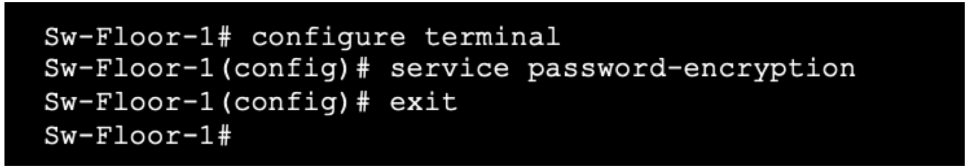


```
Sw-Floor-1# configure terminal
Sw-Floor-1(config)# line vty 0 15
Sw-Floor-1(config-line)# password cisco
Sw-Floor-1(config-line)# login
Sw-Floor-1(config-line)# end
Sw-Floor-1#
```

- Note: VTY lines enable remote access using Telnet or SSH to the device. Many Cisco switches support up to 16 VTY lines that are numbered 0 to 15.

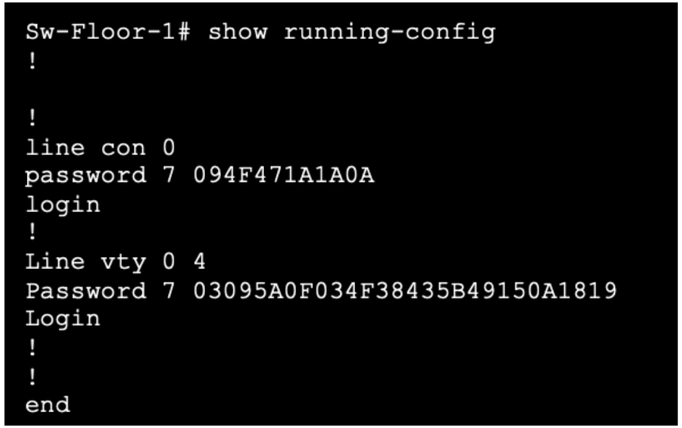
Basic Device Configuration
Encrypt Passwords

- The startup-config and running-config files display most passwords in plaintext.
- To encrypt all plaintext passwords, use the **service password-encryption** global config command.



```
Sw-Floor-1# configure terminal
Sw-Floor-1(config)# service password-encryption
Sw-Floor-1(config)# exit
Sw-Floor-1#
```

- Use the **show running-config** command to verify that the passwords on the device are now encrypted.



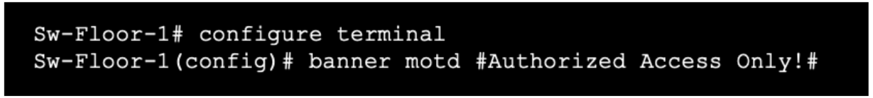
```
Sw-Floor-1# show running-config
!

!
line con 0
password 7 094F471A1A0A
login
!
Line vty 0 4
Password 7 03095A0F034F38435B49150A1819
Login
!
!
end
```

Basic Device Configuration

Banner Messages

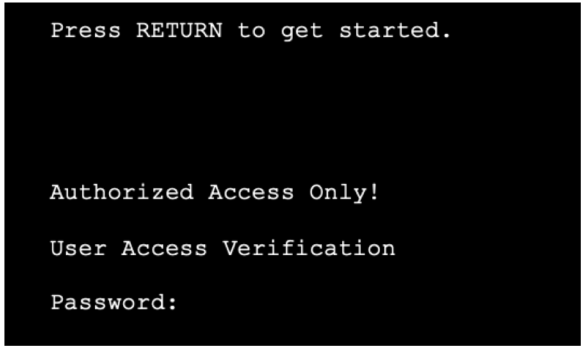
- A banner message is important to warn unauthorized personnel from attempting to access the device.
- To create a banner message of the day on a network device, use the **banner motd #** *the message of the day* **#** global config command.

Note: The “#” in the command syntax is called the delimiting character. It is entered before and after the message.



```
Sw-Floor-1# configure terminal
Sw-Floor-1(config)# banner motd #Authorized Access Only!#
```

The banner will be displayed on attempts to access the device.



```
Press RETURN to get started.



Authorized Access Only!

User Access Verification

Password:
```

Video – Secure Administrative Access to a Switch

This video will cover the following:

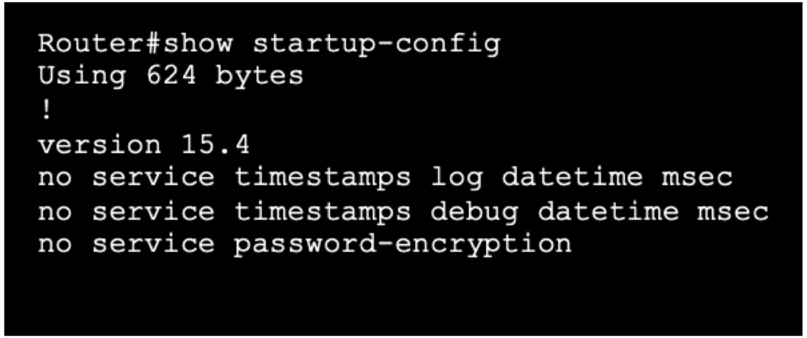
- Access the command line to secure the switch
- Secure access to the console port
- Secure virtual terminal access for remote access
- Encrypt passwords on the switch
- Configure the banner message
- Verify security changes

2.5 Save Configurations

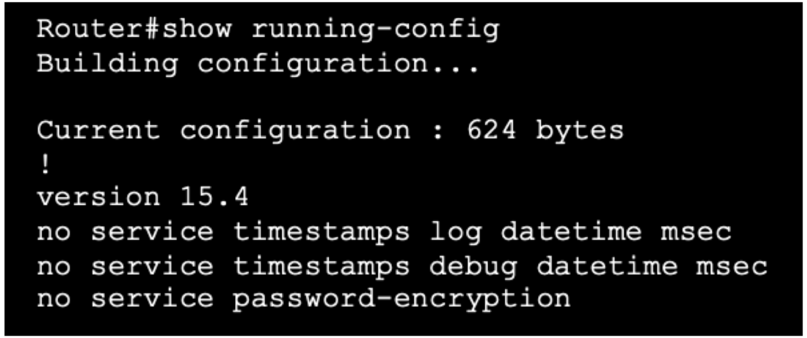
Save Configurations

Configuration Files

- There are two system files that store the device configuration:
  - **startup-config** - This is the saved configuration file that is stored in NVRAM. It contains all the commands that will be used by the device upon startup or reboot. Flash does not lose its contents when the device is powered off.
  - **running-config** - This is stored in Random Access Memory (RAM). It reflects the current configuration. Modifying a running configuration affects the operation of a Cisco device immediately. RAM is volatile memory. It loses all of its content when the device is powered off or restarted.
  - To save changes made to the running configuration to the startup configuration file, use the **copy running-config startup-config** privileged EXEC mode command.



```
Router#show startup-config
Using 624 bytes
!
version 15.4
no service timestamps log datetime msec
no service timestamps debug datetime msec
no service password-encryption
```



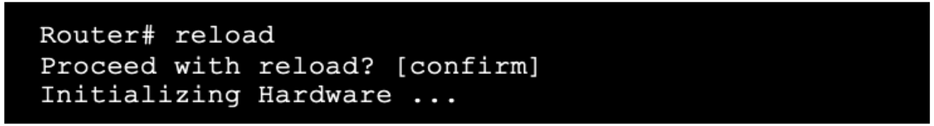
```
Router#show running-config
Building configuration...

Current configuration : 624 bytes
!
version 15.4
no service timestamps log datetime msec
no service timestamps debug datetime msec
no service password-encryption
```

Save Configurations

Alter the Running Configurations

If changes made to the running config do not have the desired effect and the running-config has not yet been saved, you can restore the device to its previous configuration. To do this you can:

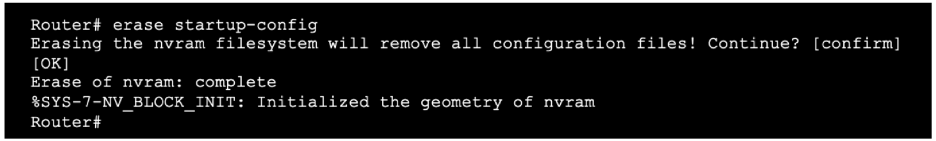
- Remove the changed commands individually.
- Reload the device using the **reload** command in privilege EXEC mode. *Note: This will cause the device to briefly go offline, leading to network downtime.*



```
Router# reload
Proceed with reload? [confirm]
Initializing Hardware ...
```

If the undesired changes were saved to the startup-config, it may be necessary to clear all the configurations using the **erase startup-config** command in privilege EXEC mode.

- After erasing the startup-config, reload the device to clear the running-config file from RAM.



```
Router# erase startup-config
Erasing the nvram filesystem will remove all configuration files! Continue? [confirm]
[OK]
Erase of nvram: complete
%SYS-7-NV_BLOCK_INIT: Initialized the geometry of nvram
Router#
```

Save Configurations

Video – Alter the Running Configuration

This video will cover the following:

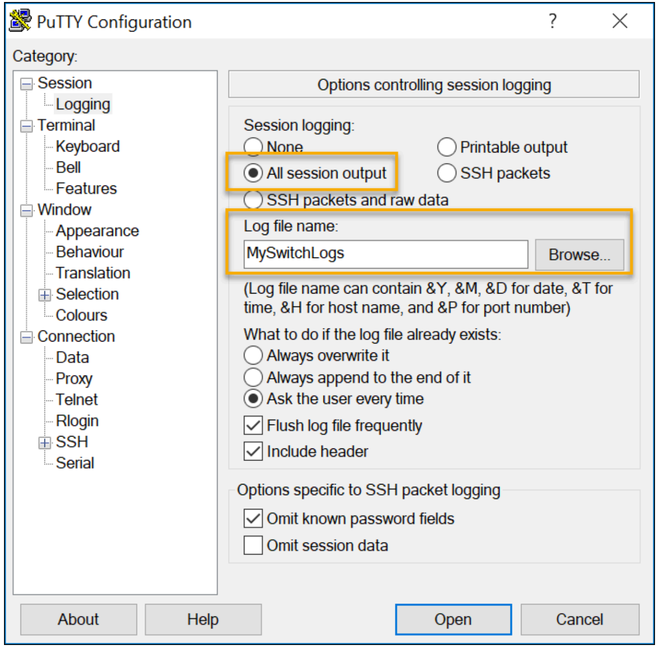
- Copy the running-config file to the startup-config file
- Show the files in the flash or NVRAM directory
- Use command shortening
- Erase the startup-config file
- Copy the start-config file to the running-config file

Save Configurations

Capture Configuration to a Text File

Configuration files can also be saved and archived to a text document.

- **Step 1.** Open terminal emulation software, such as PuTTY or Tera Term, that is already connected to a switch.
- **Step 2.** Enable logging in to the terminal software and assign a name and file location to save the log file. The figure displays that **All session output** will be captured to the file specified (i.e., MySwitchLogs).



Options controlling session logging

Session logging:

○ None ○ Printable output

● All session output ○ SSH packets

○ SSH packets and raw data

Log file name: MySwitchLogs

(Log file name can contain &Y, &M, &D for date, &T for time, &H for host name, and &P for port number)

What to do if the log file already exists:

○ Always overwrite it

○ Always append to the end of it

● Ask the user every time

☑ Flush log file frequently

☑ Include header

Options specific to SSH packet logging

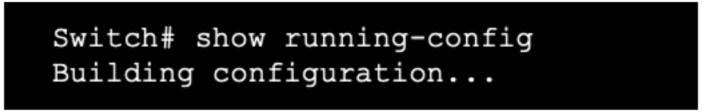
☑ Omit known password fields

☐ Omit session data

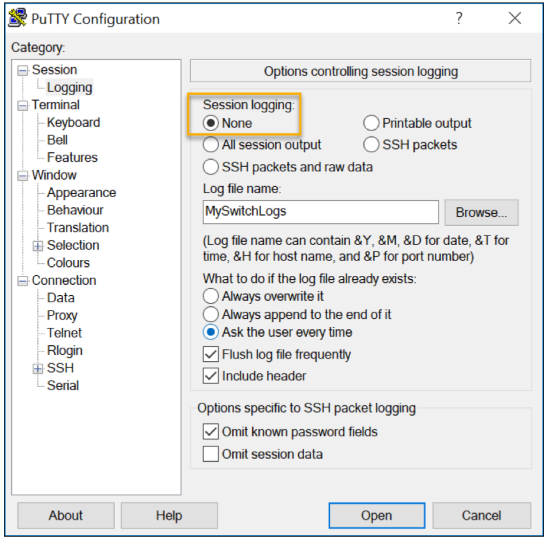
Save Configurations

Capture Configuration to a Text File (Cont.)

- **Step 3.** Execute the **show running-config** or **show startup-config** command at the privileged EXEC prompt. Text displayed in the terminal window will be placed into the chosen file.
- **Step 4.** Disable logging in the terminal software. The figure shows how to disable logging by choosing the **None** session logging option



```
Switch# show running-config
Building configuration...
```



PuTTY Configuration

Category:

Options controlling session logging

Session logging:
● None
○ Printable output
○ All session output
○ SSH packets
○ SSH packets and raw data

Log file name:
MySwitchLogs

(Log file name can contain &Y, &M, &D for date, &T for time, &H for host name, and &P for port number)

What to do if the log file already exists:
○ Always overwrite it
○ Always append to the end of it
● Ask the user every time
☑ Flush log file frequently
☑ Include header

Options specific to SSH packet logging
☑ Omit known password fields
☐ Omit session data

Note: The text file created can be used as a record of how the device is currently implemented. The file could require editing before being used to restore a saved configuration to a device.

Packet Tracer – Configure Initial Switch Settings

In this Packet Tracer, you will do the following:

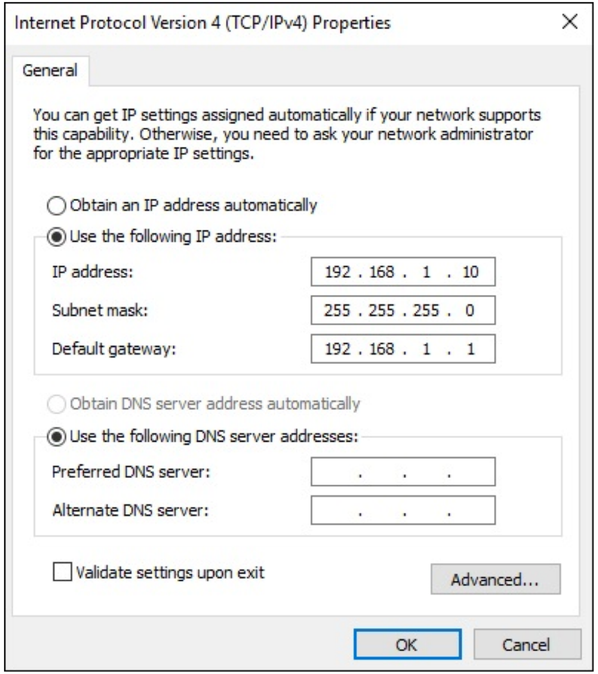
- Verify the Default Switch Configuration
- Configure a Basic Switch Configuration
- Configure a MOTD Banner
- Save Configuration Files to NVRAM
- Configure a second Switch

2.6 Ports and Addresses

Ports and Addresses

IP Addresses

- The use of IP addresses is the primary means of enabling devices to locate one another and establish end-to-end communication on the internet.
- The structure of an IPv4 address is called dotted decimal notation and is represented by four decimal numbers between 0 and 255.
- An IPv4 subnet mask is a 32-bit value that differentiates the network portion of the address from the host portion. Coupled with the IPv4 address, the subnet mask determines to which subnet the device is a member.
- The default gateway address is the IP address of the router that the host will use to access remote networks, including the internet.



Internet Protocol Version 4 (TCP/IPv4) Properties

General

You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.

○ Obtain an IP address automatically

● Use the following IP address:

IP address: 192 . 168 . 1 . 10

Subnet mask: 255 . 255 . 255 . 0

Default gateway: 192 . 168 . 1 . 1

○ Obtain DNS server address automatically

● Use the following DNS server addresses:

Preferred DNS server: . . .

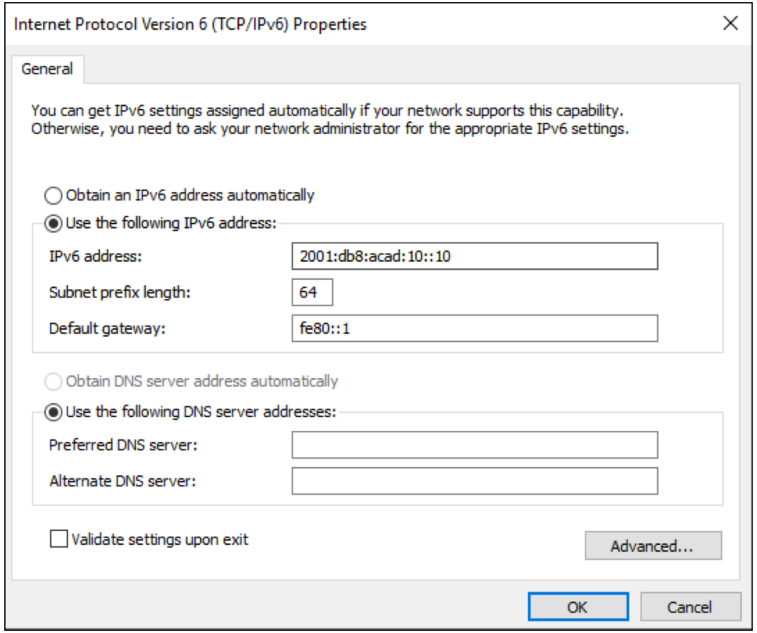
Alternate DNS server: . . .

☐ Validate settings upon exit

IP Addresses (Cont.)

- IPv6 addresses are 128 bits in length and written as a string of hexadecimal values. Every four bits is represented by a single hexadecimal digit; for a total of 32 hexadecimal values. Groups of four hexadecimal digits are separated by a colon “:”.
- IPv6 addresses are not case-sensitive and can be written in either lowercase or uppercase.

Note: IP in this course refers to both the IPv4 and IPv6 protocols. IPv6 is the most recent version of IP and is replacing the more common IPv4.



Internet Protocol Version 6 (TCP/IPv6) Properties

General

You can get IPv6 settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IPv6 settings.

○ Obtain an IPv6 address automatically
● Use the following IPv6 address:

IPv6 address: 2001:db8:acad:10::10
Subnet prefix length: 64
Default gateway: fe80::1

○ Obtain DNS server address automatically
● Use the following DNS server addresses:

Preferred DNS server:
Alternate DNS server:

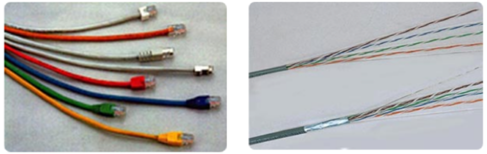
☐ Validate settings upon exit

Ports and Addresses

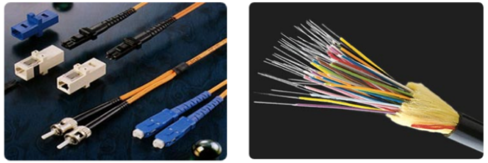
Interfaces and Ports

- Network communications depend on end user device interfaces, networking device interfaces, and the cables that connect them.
- Types of network media include twisted-pair copper cables, fiber-optic cables, coaxial cables, or wireless.
- Different types of network media have different features and benefits. Some of the differences between various types of media include:
  - Distance the media can successfully carry a signal
  - Environment in which the media is to be installed
  - Amount of data and the speed at which it must be transmitted
  - Cost of the media and installation

Copper



Fiber-optics



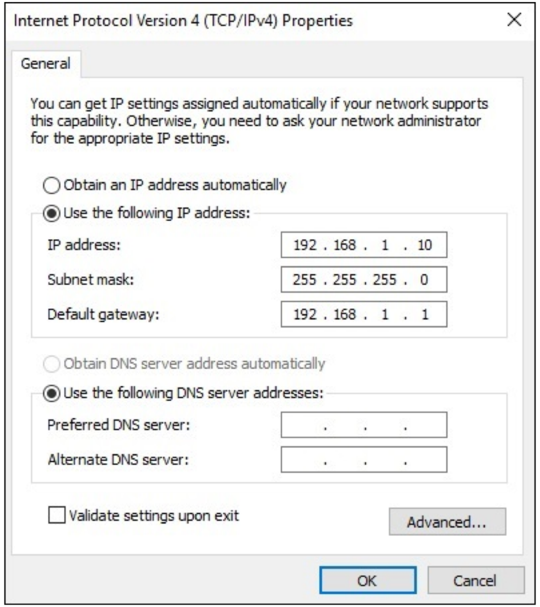
Wireless

2.7 Configure IP Addressing

Configure IP Addressing

Manual IP Address Configuration for End Devices

- End devices on the network need an IP address in order to communicate with other devices on the network.
- IPv4 address information can be entered into end devices manually, or automatically using Dynamic Host Configuration Protocol (DHCP).
  - To manually configure an IPv4 address on a Windows PC, open the **Control Panel > Network Sharing Center > Change adapter settings** and choose the adapter. Next right-click and select **Properties** to display the **Local Area Connection Properties**.
  - Next, click **Properties** to open the **Internet Protocol Version 4 (TCP/IPv4) Properties** window. Then configure the IPv4 address and subnet mask information, and default gateway.


Internet Protocol Version 4 (TCP/IPv4) Properties

General

You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.

○ Obtain an IP address automatically
● Use the following IP address:

IP address: 192 . 168 . 1 . 10
Subnet mask: 255 . 255 . 255 . 0
Default gateway: 192 . 168 . 1 . 1

○ Obtain DNS server address automatically
● Use the following DNS server addresses:

Preferred DNS server: . . .
Alternate DNS server: . . .

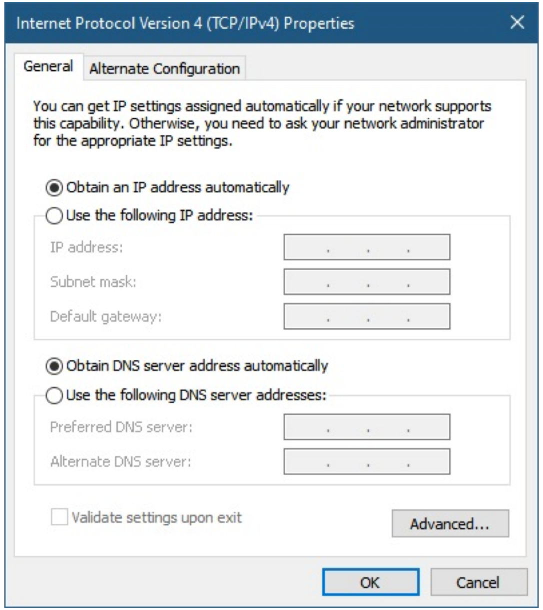
☐ Validate settings upon exit

Note: IPv6 addressing and configuration options are similar to IPv4.

Configure IP Addressing

Automatic IP Address Configuration for End Devices

- DHCP enables automatic IPv4 address configuration for every end device that is DHCP-enabled.
- End devices are typically by default using DHCP for automatic IPv4 address configuration.
  - To configure DHCP on a Windows PC, open the **Control Panel > Network Sharing Center > Change adapter settings** and choose the adapter. Next right-click and select **Properties** to display the **Local Area Connection Properties**.
  - Next, click **Properties** to open the **Internet Protocol Version 4 (TCP/IPv4) Properties** window, then select **Obtain an IP address automatically** and **Obtain DNS server address automatically**.



Internet Protocol Version 4 (TCP/IPv4) Properties

General | Alternate Configuration

You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.

● Obtain an IP address automatically

○ Use the following IP address:

IP address: . . .

Subnet mask: . . .

Default gateway: . . .

● Obtain DNS server address automatically

○ Use the following DNS server addresses:

Preferred DNS server: . . .

Alternate DNS server: . . .

☐ Validate settings upon exit

Note: IPv6 uses DHCPv6 and SLAAC (Stateless Address Autoconfiguration) for dynamic address allocation.

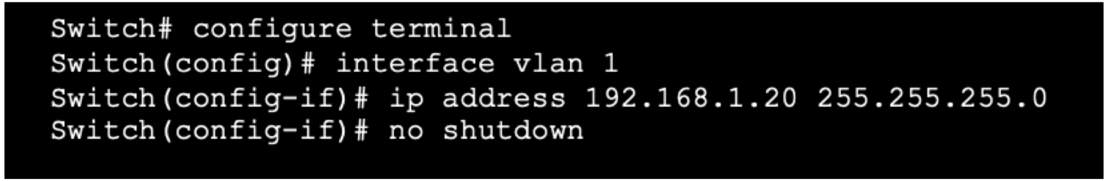
Configure IP Addressing

Switch Virtual Interface Configuration

To access the switch remotely, an IP address and a subnet mask must be configured on the SVI.

To configure an SVI on a switch:

- Enter the **interface vlan 1** command in global configuration mode.
- Next assign an IPv4 address using the **ip address** *ip-address subnet-mask command.*
- Finally, enable the virtual interface using the **no shutdown** command.



```
Switch# configure terminal
Switch(config)# interface vlan 1
Switch(config-if)# ip address 192.168.1.20 255.255.255.0
Switch(config-if)# no shutdown
```

Packet Tracer – Implement Basic Connectivity

In this Packet Tracer, you will do the following:

- Perform a Basic Configuration on two switches
- Configure the PCs
- Configure the Switch Management Interface

2.8 Verify Connectivity

Video – Test the Interface Assignment

This video will cover the following:

- Connect a console cable from the PC to the switch
- Use the terminal emulation program and accept the defaults to bring you to the command line
- Use enable to enter privileged EXEC mode
- Use the global configuration mode and the interface configuration mode to enter the no shutdown command

Verify Connectivity

Video – Test End-to-End Connectivity

This video will cover the use of the ping command to test connectivity on both switches and both PCs.

2.9 Module Practice and Quiz

Packet Tracer – Basic Switch and End Device Configuration

In this Packet Tracer, you will do the following:

- Configure hostnames and IP addresses on two switches
- Use Cisco IOS commands to specify or limit access to the device configurations
- Use IOS commands to save the running configuration
- Configure two host devices with IP addresses
- Verify connectivity between the two PC end devices

Lab – Basic Switch and End Device Configuration

In this lab, you complete the following objectives:

- Set Up the Network Topology
- Configure PC Hosts
- Configure and Verify Basic Switch Settings

Module Practice and Quiz

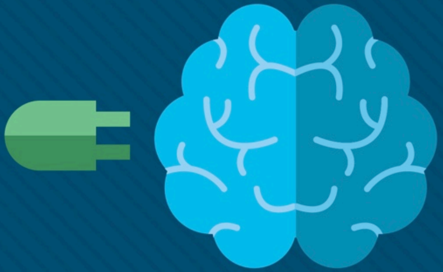
What did I learn in this module?

- All end devices and network devices require an operating system (OS).
- Cisco IOS software separates management access into the following two command modes: User EXEC Mode and Privileged EXEC Mode.
- Global configuration mode is accessed before other specific configuration modes. From global config mode, the user can enter different subconfiguration modes.
- Each IOS command has a specific format or syntax and can only be executed in the appropriate mode.
- Basic device configurations- hostname, password, encrypt passwords and banner.
- There are two system files that store the device configuration: startup-config and running-config.
- IP addresses enable devices to locate one another and establish end-to-end communication on the internet. Each end device on a network must be configured with an IP address.

Module 3: Protocols and Models

Instructor Materials

Introduction to Networks v7.0
(ITN)



Module 3: Protocols and Models

Introduction to Networks 7.0
(ITN)

Module Objectives

Module Title: Protocols and Models

Module Objective: Explain how network protocols enable devices to access local and remote network resources.

Topic Title	Topic Objective
The Rules	Describe the types of rules that are necessary to successfully communicate.
Protocols	Explain why protocols are necessary in network communication.
Protocol Suites	Explain the purpose of adhering to a protocol suite.
Standards Organizations	Explain the role of standards organizations in establishing protocols for network interoperability.
Reference Models	Explain how the TCP/IP model and the OSI model are used to facilitate standardization in the communication process.
Data Encapsulation	Explain how data encapsulation allows data to be transported across the network.
Data Access	Explain how local hosts access local resources on a network.

Class Activity – Design a Communications System

Design a Communications System

Objectives:

- Explain the role of protocols and standards organizations in facilitating interoperability in network communications.

3.1 The Rules

The Rules
Video – Devices in a Bubble

This video will explain the protocols that devices use to see their place in the network and communicate with other devices.

The Rules

Communications Fundamentals

Networks can vary in size and complexity. It is not enough to have a connection, devices must agree on “how” to communicate.

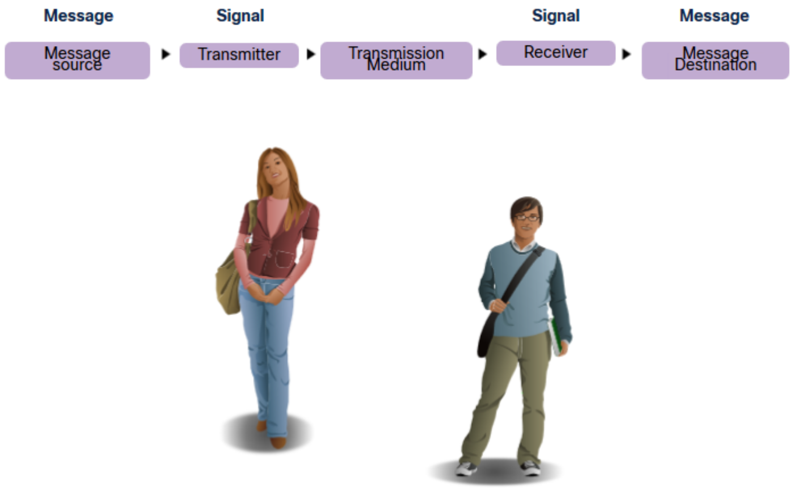
There are three elements to any communication:

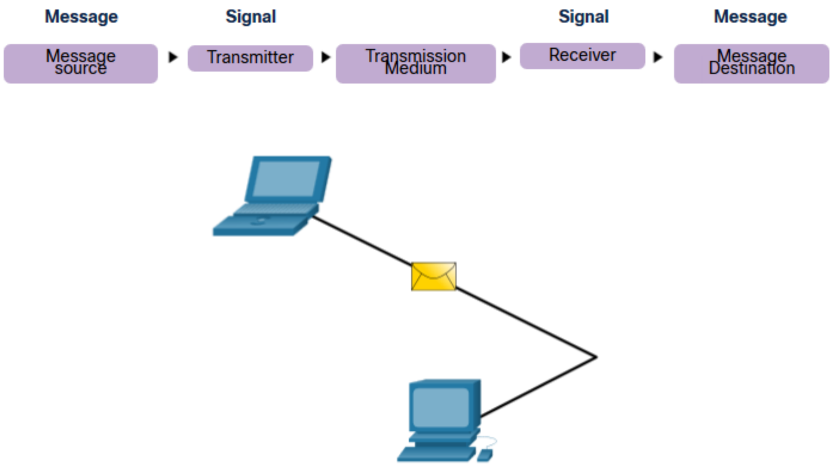
- There will be a source (sender).
- There will be a destination (receiver).
- There will be a channel (media) that provides for the path of communications to occur.

The Rules

Communications Protocols

- All communications are governed by protocols.
- Protocols are the rules that communications will follow.
- These rules will vary depending on the protocol.

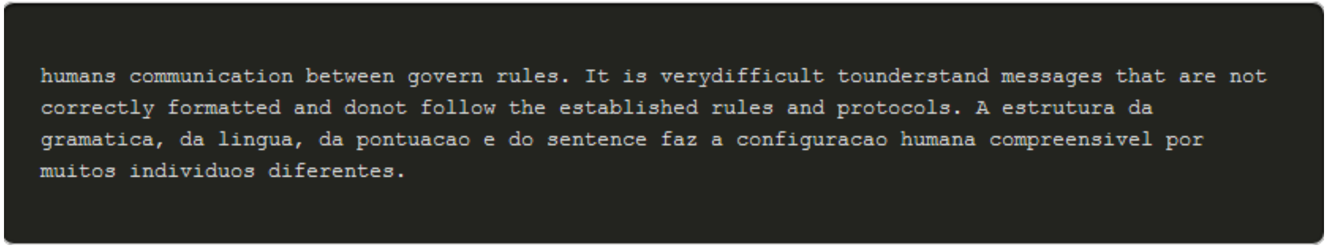




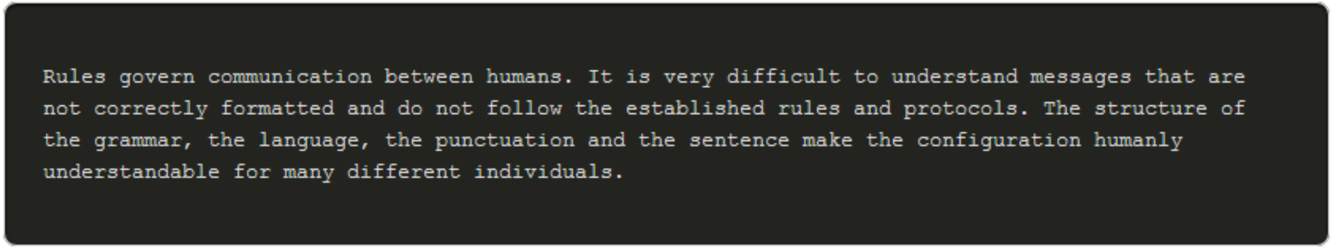
The Rules

Rule Establishment

- Individuals must use established rules or agreements to govern the conversation.
- The first message is difficult to read because it is not formatted properly. The second shows the message properly formatted



humans communication between govern rules. It is verydifficult tounderstand messages that are not correctly formatted and donot follow the established rules and protocols. A estrutura da gramatica, da lingua, da pontuacao e do sentence faz a configuracao humana compreensivel por muitos individuos diferentes.



Rules govern communication between humans. It is very difficult to understand messages that are not correctly formatted and do not follow the established rules and protocols. The structure of the grammar, the language, the punctuation and the sentence make the configuration humanly understandable for many different individuals.

The Rules

Rule Establishment (Cont.)

Protocols must account for the following requirements:

- An identified sender and receiver
- Common language and grammar
- Speed and timing of delivery
- Confirmation or acknowledgment requirements

The Rules

Network Protocol Requirements

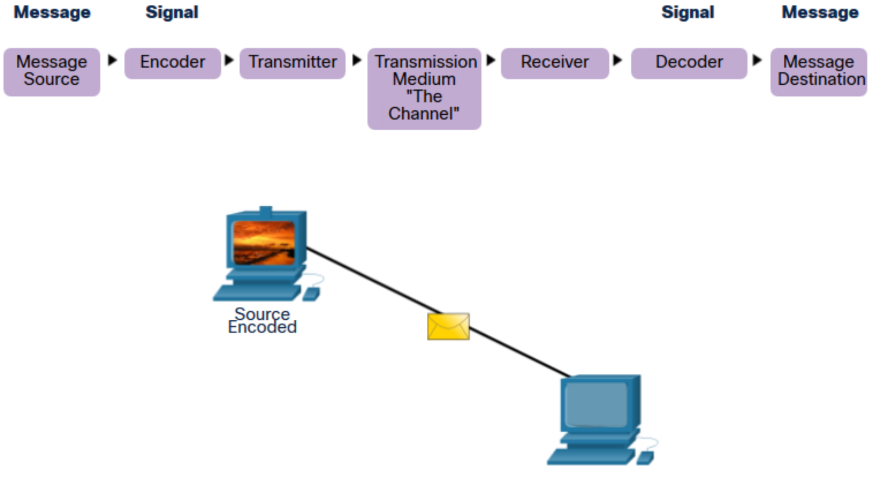
Common computer protocols must be in agreement and include the following requirements:

- Message encoding
- Message formatting and encapsulation
- Message size
- Message timing
- Message delivery options

The Rules

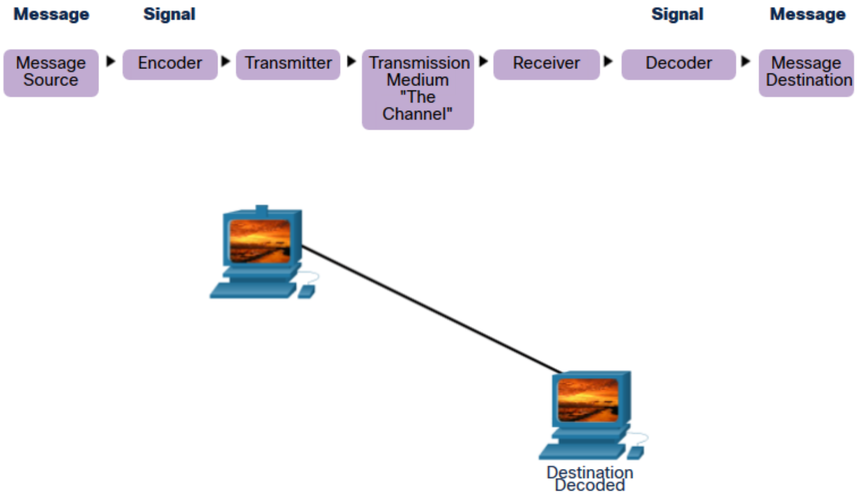
Message Encoding

- Encoding is the process of converting information into another acceptable form for transmission.
- Decoding reverses this process to interpret the information.



Message | **Signal** | **Signal** | **Message**

Message Source ▸ Encoder ▸ Transmitter ▸ Transmission Medium "The Channel" ▸ Receiver ▸ Decoder ▸ Message Destination



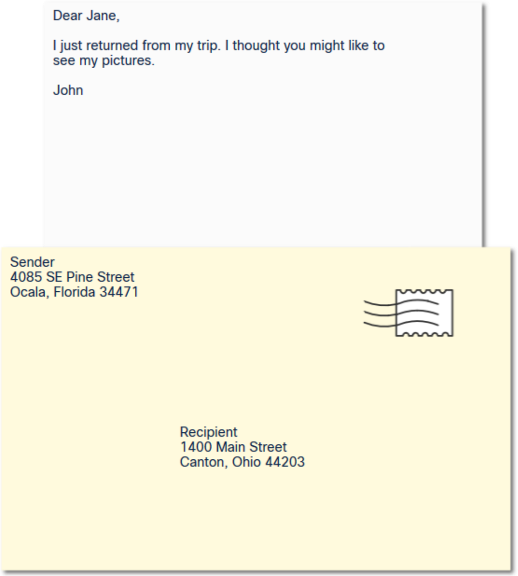
Message | **Signal** | **Signal** | **Message**

Message Source ▸ Encoder ▸ Transmitter ▸ Transmission Medium "The Channel" ▸ Receiver ▸ Decoder ▸ Message Destination

The Rules

Message Formatting and Encapsulation

- When a message is sent, it must use a specific format or structure.
- Message formats depend on the type of message and the channel that is used to deliver the message.



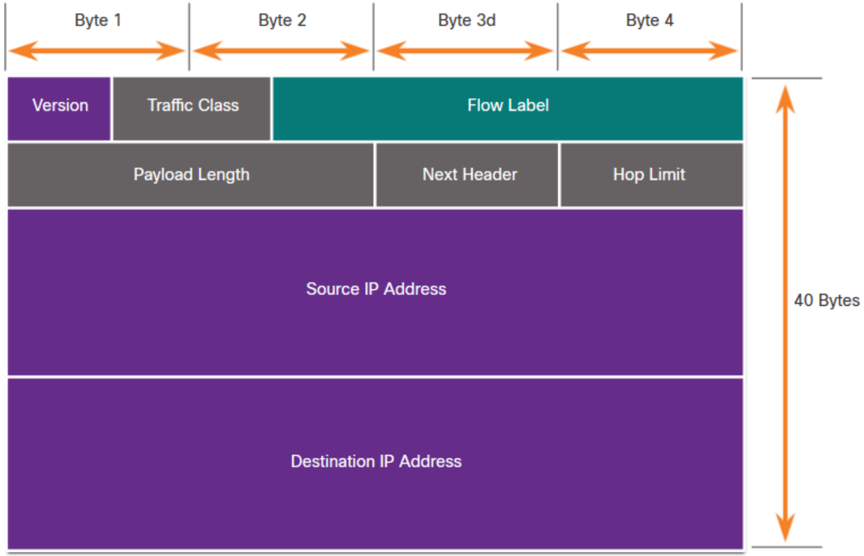
Dear Jane,

I just returned from my trip. I thought you might like to see my pictures.

John

Sender
4085 SE Pine Street
Ocala, Florida 34471

Recipient
1400 Main Street
Canton, Ohio 44203



Byte 1
Byte 2
Byte 3d
Byte 4

Version
Traffic Class
Flow Label
Payload Length
Next Header
Hop Limit
Source IP Address
Destination IP Address

40 Bytes

The Rules

Message Size

Encoding between hosts must be in an appropriate format for the medium.

- Messages sent across the network are converted to bits
- The bits are encoded into a pattern of light, sound, or electrical impulses.
- The destination host must decode the signals to interpret the message.

The Rules

Message Timing

Message timing includes the following:

Flow Control – Manages the rate of data transmission and defines how much information can be sent and the speed at which it can be delivered.

Response Timeout – Manages how long a device waits when it does not hear a reply from the destination.

Access method - Determines when someone can send a message.

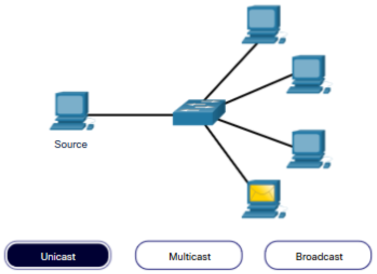
- There may be various rules governing issues like “collisions”. This is when more than one device sends traffic at the same time and the messages become corrupt.
- Some protocols are proactive and attempt to prevent collisions; other protocols are reactive and establish a recovery method after the collision occurs.

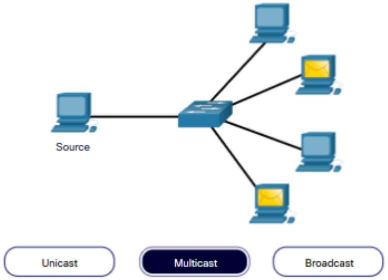
Message Delivery Options

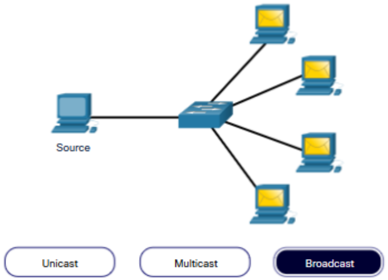
Message delivery may one of the following methods:

- **Unicast –** one to one communication
- **Multicast –** one to many, typically not all
- **Broadcast** – one to all

Note: Broadcasts are used in IPv4 networks, but are not an option for IPv6. Later we will also see “Anycast” as an additional delivery option for IPv6.



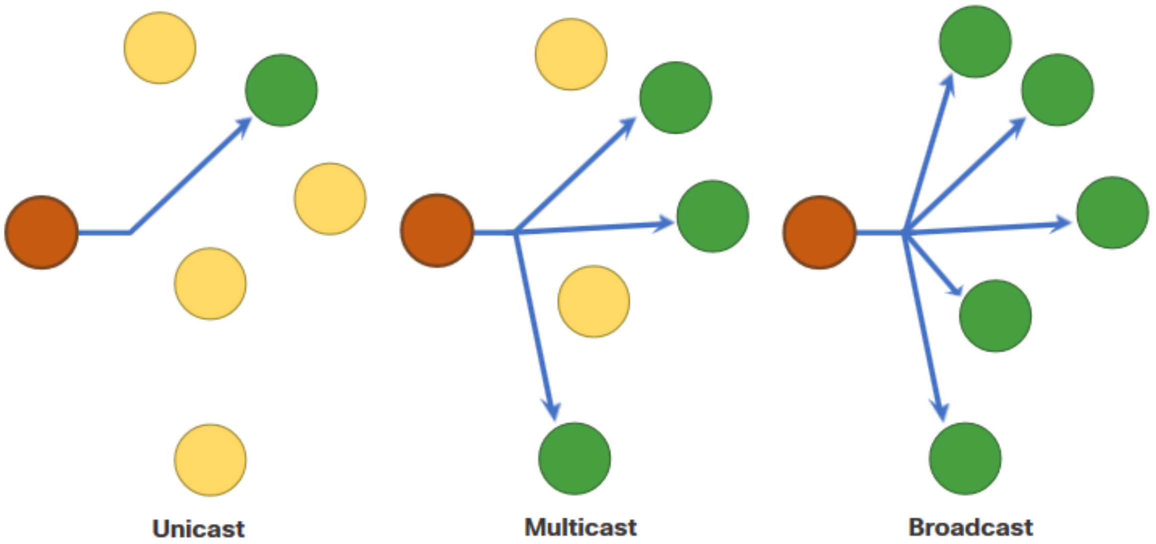




The Rules

A Note About the Node Icon

- Documents may use the node icon , typically a circle, to represent all devices.
- The figure illustrates the use of the node icon for delivery options.



3.2 Protocols

Protocols

Network Protocol Overview

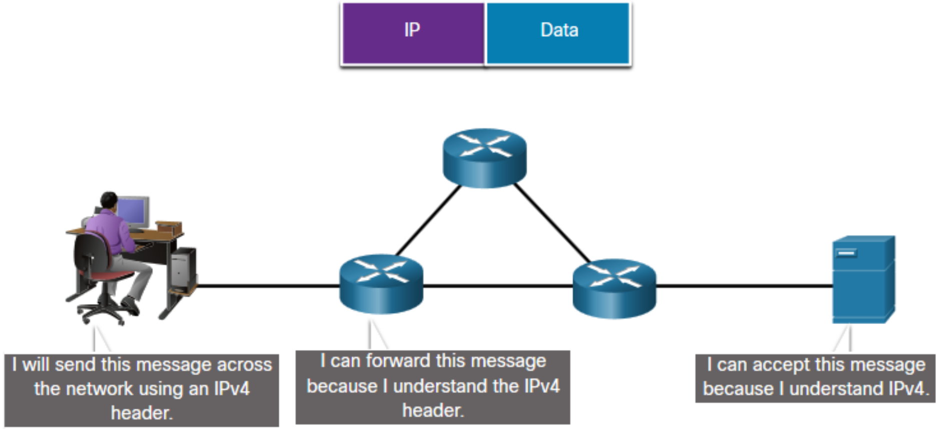
Network protocols define a common set of rules.

- Can be implemented on devices in:
    - Software
    - Hardware
    - Both
- Protocols have their own:
    - Function
    - Format
    - Rules

Protocol Type	Description
Network Communications	enable two or more devices to communicate over one or more networks
Network Security	secure data to provide authentication, data integrity, and data encryption
Routing	enable routers to exchange route information, compare path information, and select best path
Service Discovery	used for the automatic detection of devices or services

Network Protocol Functions

- Devices use agreed-upon protocols to communicate .
- Protocols may have may have one or functions.



I will send this message across the network using an IPv4 header.

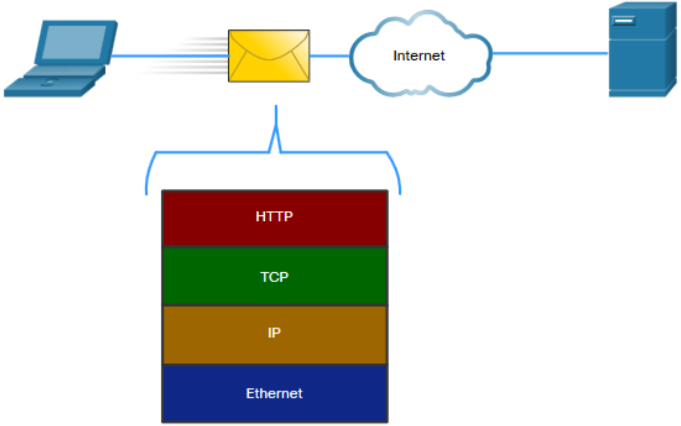
I can forward this message because I understand the IPv4 header.

I can accept this message because I understand IPv4.

Function	Description
Addressing	Identifies sender and receiver
Reliability	Provides guaranteed delivery
Flow Control	Ensures data flows at an efficient rate
Sequencing	Uniquely labels each transmitted segment of data
Error Detection	Determines if data became corrupted during transmission
Application Interface	Process-to-process communications between network applications

Protocol Interaction

- Networks require the use of several protocols.
- Each protocol has its own function and format.



Protocol	Function
Hypertext Transfer Protocol (HTTP)	▪ Governs the way a web server and a web client interact ▪ Defines content and format
Transmission Control Protocol (TCP)	▪ Manages the individual conversations ▪ Provides guaranteed delivery ▪ Manages flow control
Internet Protocol (IP)	Delivers messages globally from the sender to the receiver
Ethernet	Delivers messages from one NIC to another NIC on the same Ethernet Local Area Network (LAN)

3.3 Protocol Suites

Network Protocol Suites

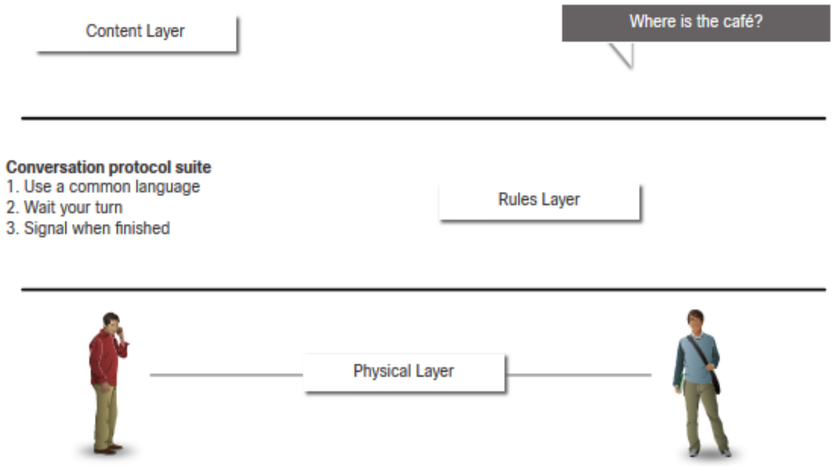
Protocols must be able to work with other protocols.

Protocol suite:

- A group of inter-related protocols necessary to perform a communication function
- Sets of rules that work together to help solve a problem

The protocols are viewed in terms of layers:

- Higher Layers
- Lower Layers- concerned with moving data and provide services to upper layers



Conversation protocol suite
1. Use a common language
2. Wait your turn
3. Signal when finished

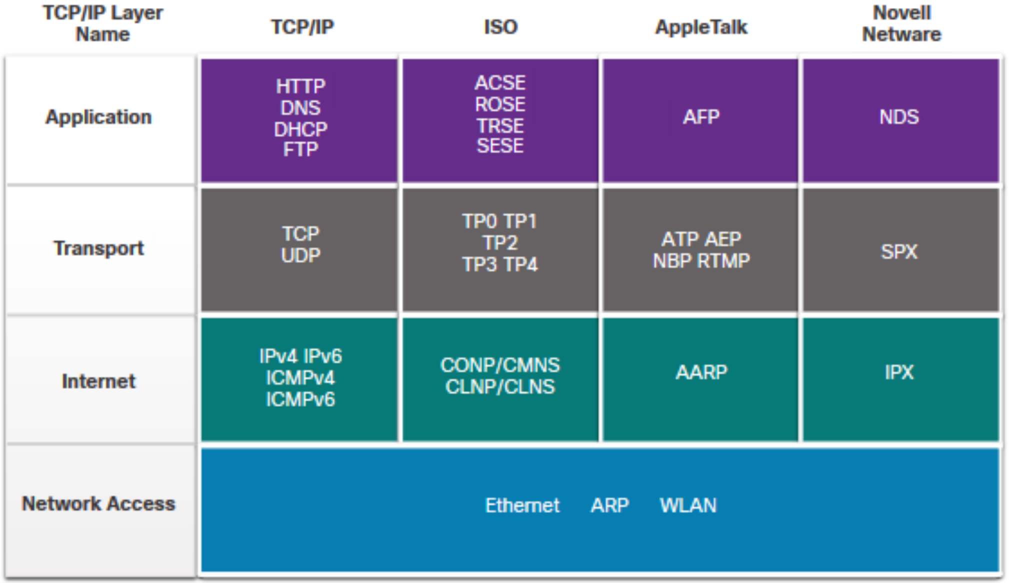
Protocol suites are sets of rules that work together to help solve a problem.

Protocol Suites

Evolution of Protocol Suites

There are several protocol suites.

- **Internet Protocol Suite or TCP/IP-** The most common protocol suite and maintained by the Internet Engineering Task Force (IETF)
- **Open Systems Interconnection (OSI) protocols-** Developed by the International Organization for Standardization (ISO) and the International Telecommunications Union (ITU)
- **AppleTalk-** Proprietary suite release by Apple Inc.
- **Novell NetWare-** Proprietary suite developed by Novell Inc.

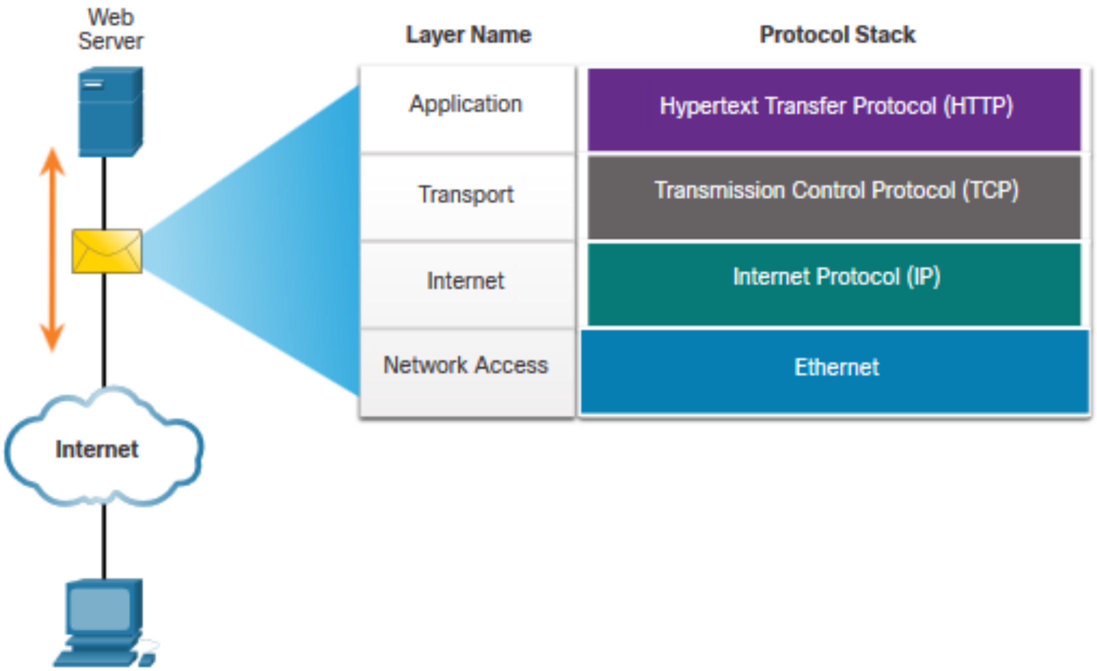


TCP/IP Layer Name	TCP/IP	ISO	AppleTalk	Novell Netware
Application	HTTP DNS DHCP FTP	ACSE ROSE TRSE SESE	AFP	NDS
Transport	TCP UDP	TP0 TP1 TP2 TP3 TP4	ATP AEP NBP RTMP	SPX
Internet	IPv4 IPv6 ICMPv4 ICMPv6	CONP/CMNS CLNP/CLNS	AARP	IPX
Network Access	Ethernet ARP WLAN			

Protocol Suites

TCP/IP Protocol Example

- TCP/IP protocols operate at the application, transport, and internet layers.
- The most common network access layer LAN protocols are Ethernet and WLAN (wireless LAN).

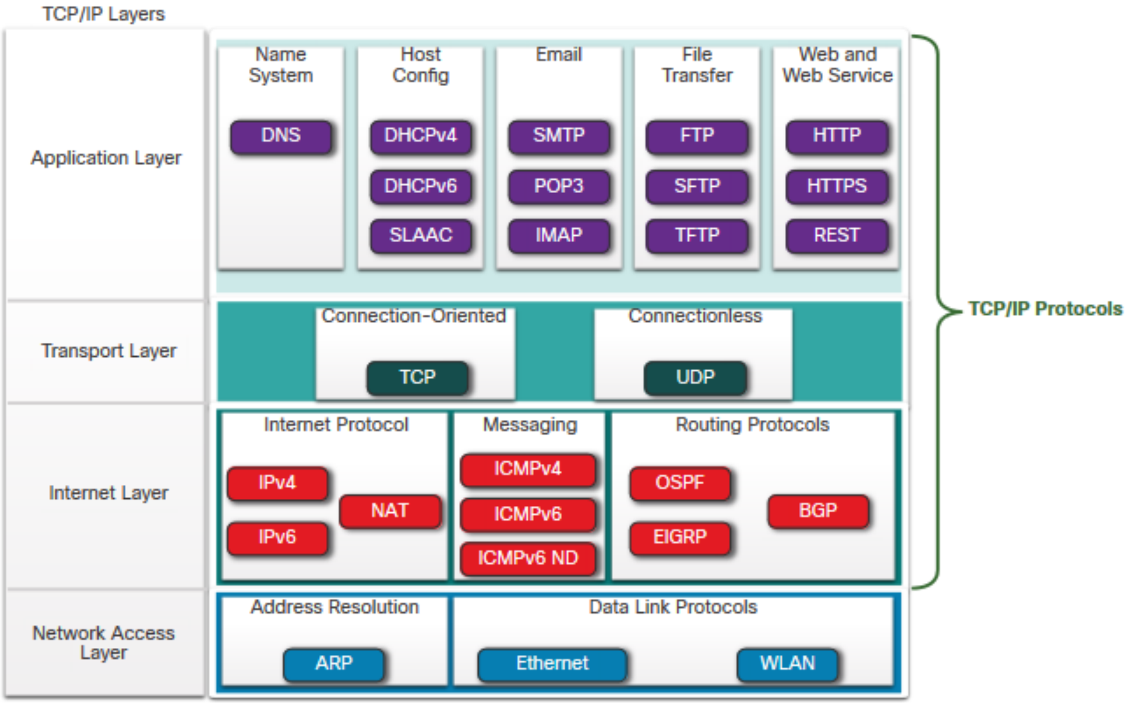


Layer Name	Protocol Stack
Application	Hypertext Transfer Protocol (HTTP)
Transport	Transmission Control Protocol (TCP)
Internet	Internet Protocol (IP)
Network Access	Ethernet

Protocol Suites

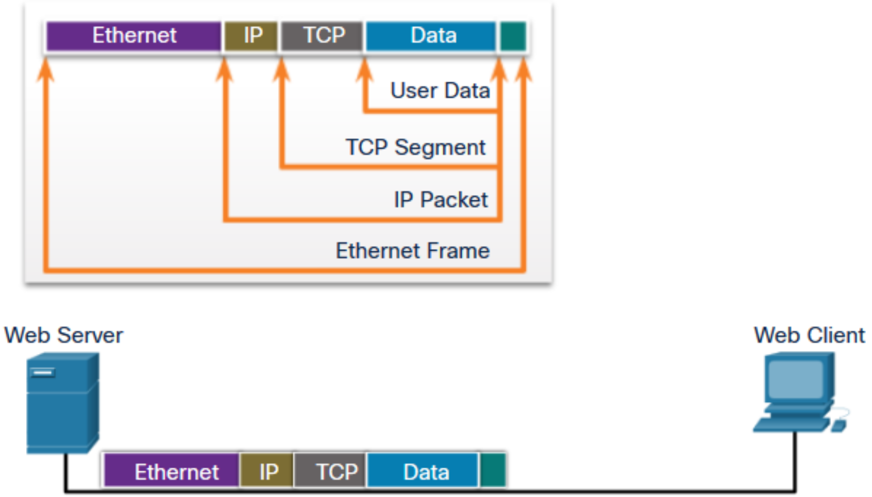
TCP/IP Protocol Suite

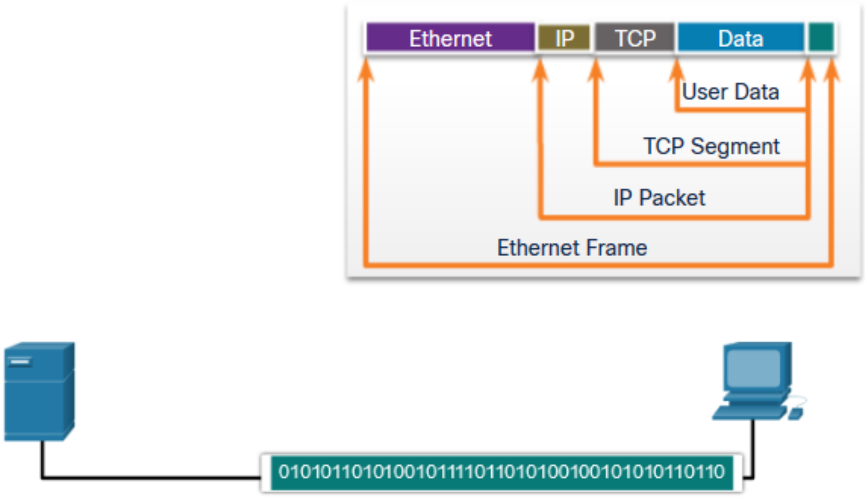
- TCP/IP is the protocol suite used by the internet and includes many protocols.
- TCP/IP is:
  - An open standard protocol suite that is freely available to the public and can be used by any vendor
  - A standards-based protocol suite that is endorsed by the networking industry and approved by a standards organization to ensure interoperability



TCP/IP Communication Process

- A web server encapsulating and sending a web page to a client.
- A client de-encapsulating the web page for the web browser





3.4 Standards Organizations

Standards Organizations

Open Standards

IEEE

IETF

iana
Internet Assigned Numbers Authority

ICANN
The Internet Corporation for Assigned Names and Numbers

ITU

TIA

Open standards encourage:

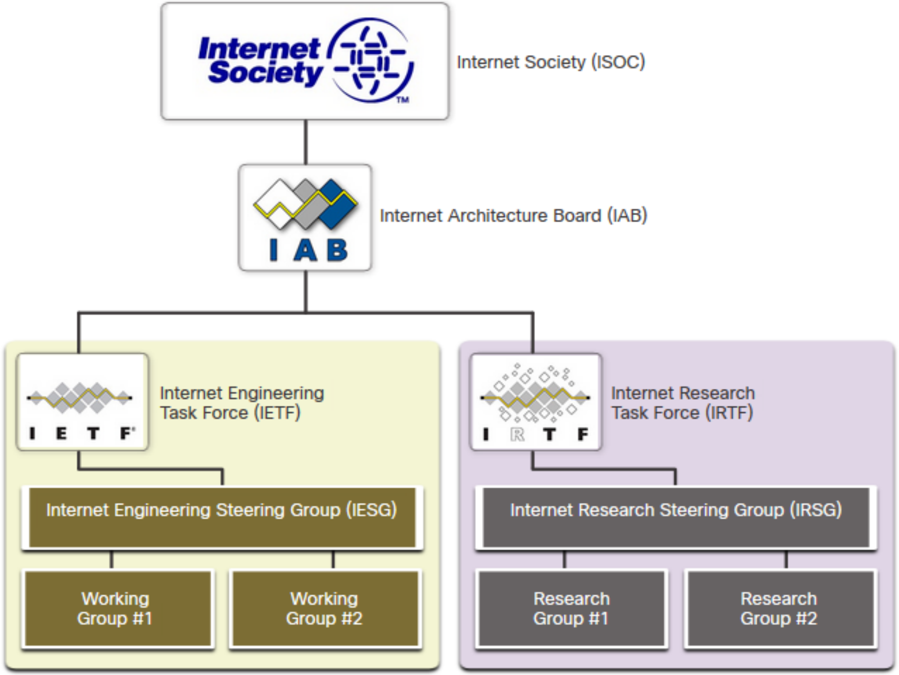
- interoperability
- competition
- innovation

Standards organizations are:

- vendor-neutral
- non-profit organizations
- established to develop and promote the concept of open standards.

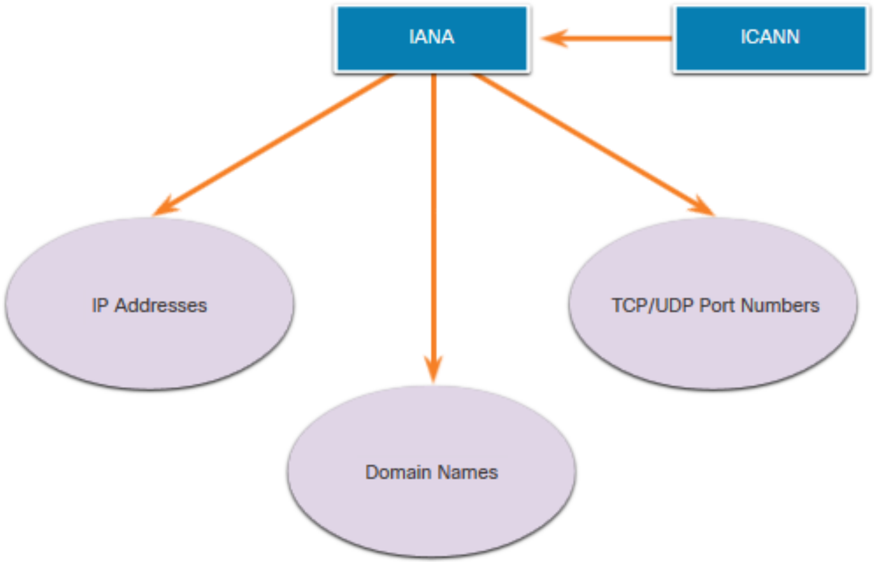
Standards Organizations

Internet Standards


Internet Society
Internet Society (ISOC)
IAB
Internet Architecture Board (IAB)
IETF
Internet Engineering Task Force (IETF)
IRTF
Internet Research Task Force (IRTF)
Internet Engineering Steering Group (IESG)
Internet Research Steering Group (IRSG)
Working Group #1
Working Group #2
Research Group #1
Research Group #2

- **Internet Society (ISOC)** - Promotes the open development and evolution of internet
- **Internet Architecture Board (IAB)** - Responsible for management and development of internet standards
- **Internet Engineering Task Force (IETF)** - Develops, updates, and maintains internet and TCP/IP technologies
- **Internet Research Task Force (IRTF)** - Focused on long-term research related to internet and TCP/IP protocols

Internet Standards (Cont.)



Standards organizations involved with the development and support of TCP/IP

- **Internet Corporation for Assigned Names and Numbers (ICANN)** - Coordinates IP address allocation, the management of domain names, and assignment of other information
- **Internet Assigned Numbers Authority (IANA)** - Oversees and manages IP address allocation, domain name management, and protocol identifiers for ICANN

Electronic and Communications Standards

- **Institute of Electrical and Electronics Engineers** (**IEEE**, pronounced “I-triple-E”) - dedicated to creating standards in power and energy, healthcare, telecommunications, and networking
- **Electronic Industries Alliance (EIA)** - develops standards relating to electrical wiring, connectors, and the 19-inch racks used to mount networking equipment
- **Telecommunications Industry Association (TIA)** - develops communication standards in radio equipment, cellular towers, Voice over IP (VoIP) devices, satellite communications, and more
- **International Telecommunications Union-Telecommunication Standardization Sector (ITU-T**) - defines standards for video compression, Internet Protocol Television (IPTV), and broadband communications, such as a digital subscriber line (DSL)

Lab – Researching Networking Standards

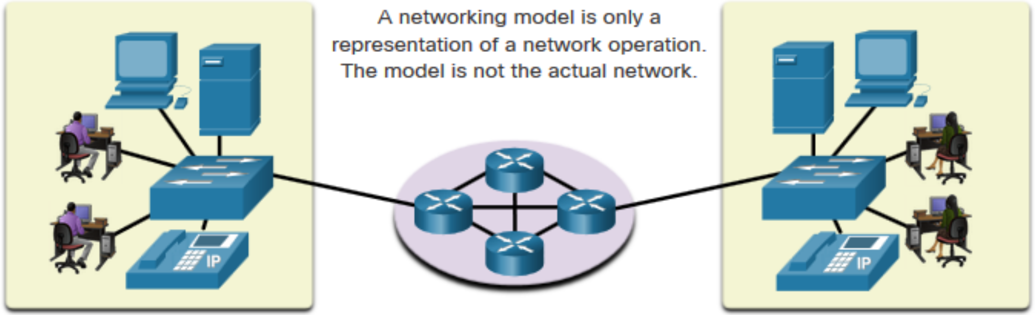
In this lab, you will do the following:

- Part 1: Research Networking Standards Organizations
- Part 2: Reflect on Internet and Computer Networking Experience

3.5 Reference Models

Reference Models

The Benefits of Using a Layered Model


A networking model is only a representation of a network operation. The model is not the actual network.

OSI Model	TCP/IP Protocol Suite	TCP/IP Model
Application	HTTP, DNS, DHCP, FTP	Application
Presentation		
Session		
Transport	TCP, UDP	Transport
Network	IPv4, IPv6, ICMPv4, ICMPv6	Internet
Data Link	Ethernet, WLAN, SONET, SDH	Network Access
Physical		

Complex concepts such as how a network operates can be difficult to explain and understand. For this reason, a layered model is used.

Two layered models describe network operations:

- Open System Interconnection (OSI) Reference Model
- TCP/IP Reference Model

The Benefits of Using a Layered Model (Cont.)

These are the benefits of using a layered model:

- Assist in protocol design because protocols that operate at a specific layer have defined information that they act upon and a defined interface to the layers above and below
- Foster competition because products from different vendors can work together
- Prevent technology or capability changes in one layer from affecting other layers above and below
- Provide a common language to describe networking functions and capabilities

The OSI Reference Model

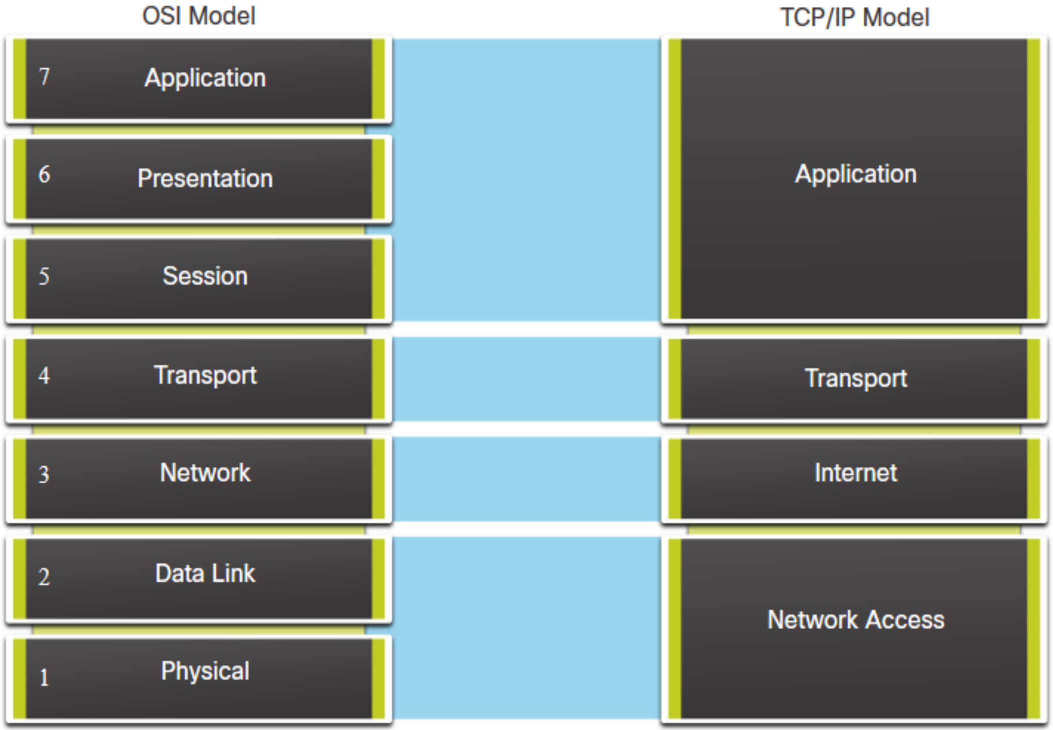
OSI Model Layer	Description
7 - Application	Contains protocols used for process-to-process communications.
6 - Presentation	Provides for common representation of the data transferred between application layer services.
5 - Session	Provides services to the presentation layer and to manage data exchange.
4 - Transport	Defines services to segment, transfer, and reassemble the data for individual communications.
3 - Network	Provides services to exchange the individual pieces of data over the network.
2 - Data Link	Describes methods for exchanging data frames over a common media.
1 - Physical	Describes the means to activate, maintain, and de-activate physical connections.

Reference Models

The TCP/IP Reference Model

TCP/IP Model Layer	Description
Application	Represents data to the user, plus encoding and dialog control.
Transport	Supports communication between various devices across diverse networks.
Internet	Determines the best path through the network.
Network Access	Controls the hardware devices and media that make up the network.

OSI and TCP/IP Model Comparison



- The OSI model divides the network access layer and the application layer of the TCP/IP model into multiple layers.
- The TCP/IP protocol suite does not specify which protocols to use when transmitting over a physical medium.
- OSI Layers 1 and 2 discuss the necessary procedures to access the media and the physical means to send data over a network.

Reference Models

Packet Tracer – Investigate the TCP/IP and OSI Models in Action

This simulation activity is intended to provide a foundation for understanding the TCP/IP protocol suite and the relationship to the OSI model. Simulation mode allows you to view the data contents being sent across the network at each layer.

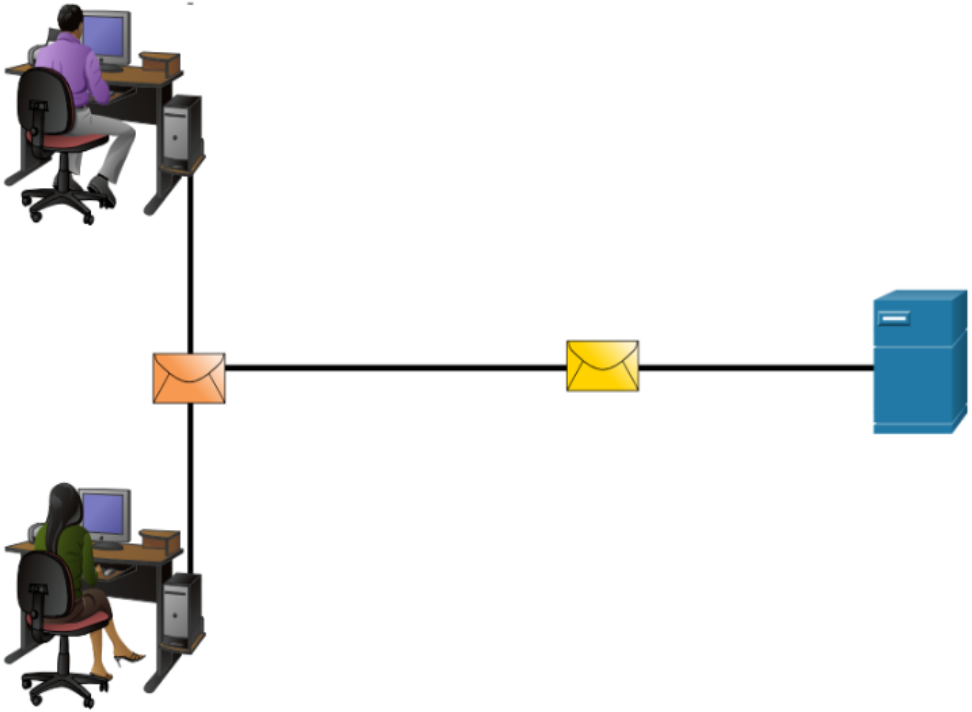
In this Packet Tracer, you will:

- Part 1: Examine HTTP Web Traffic
- Part 2: Display Elements of the TCP/IP Protocol Suite

3.6 Data Encapsulation

Data Encapsulation

Segmenting Messages



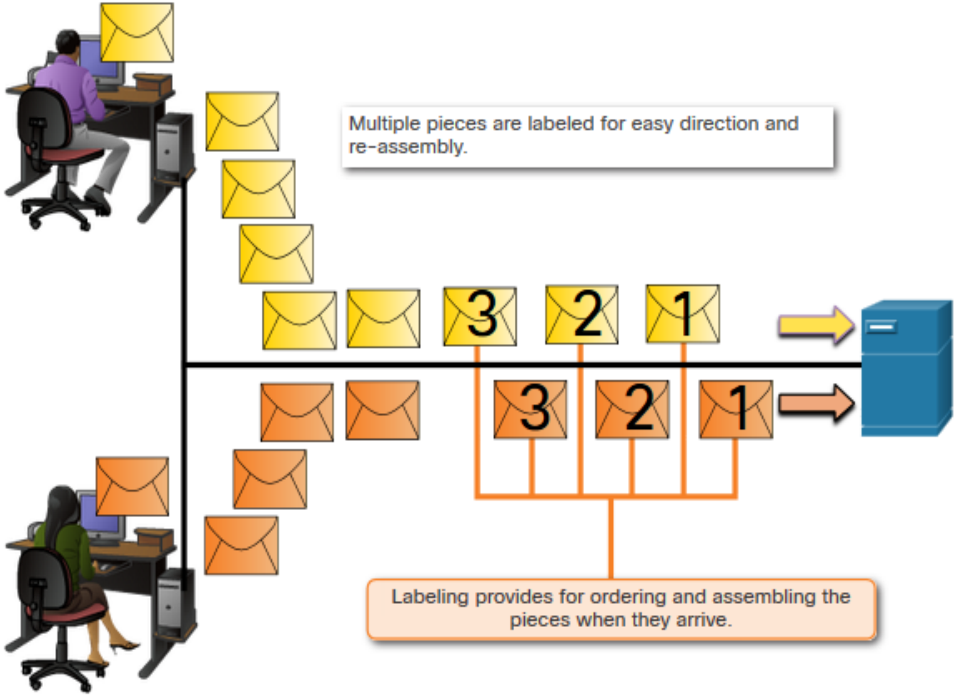
Segmenting is the process of breaking up messages into smaller units. Multiplexing is the processes of taking multiple streams of segmented data and interleaving them together.

Segmenting messages has two primary benefits:

- **Increases speed** - Large amounts of data can be sent over the network without tying up a communications link.
- **Increases efficiency** - Only segments which fail to reach the destination need to be retransmitted, not the entire data stream.

Data Encapsulation

Sequencing


Multiple pieces are labeled for easy direction and re-assembly.

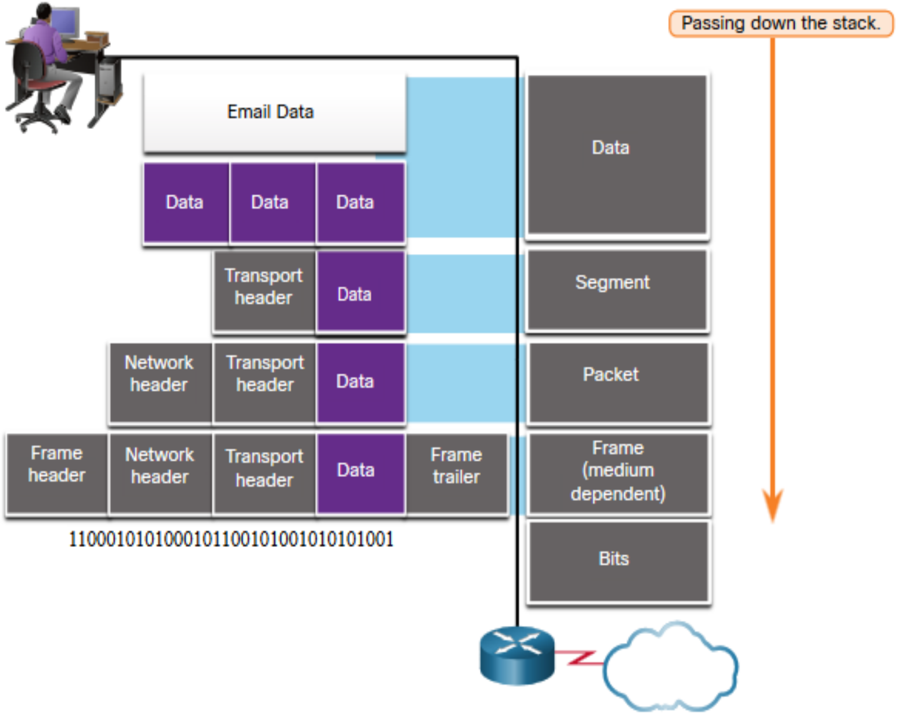
Labeling provides for ordering and assembling the pieces when they arrive.

Sequencing messages is the process of numbering the segments so that the message may be reassembled at the destination.

TCP is responsible for sequencing the individual segments.

Data Encapsulation

Protocol Data Units



Encapsulation is the process where protocols add their information to the data.

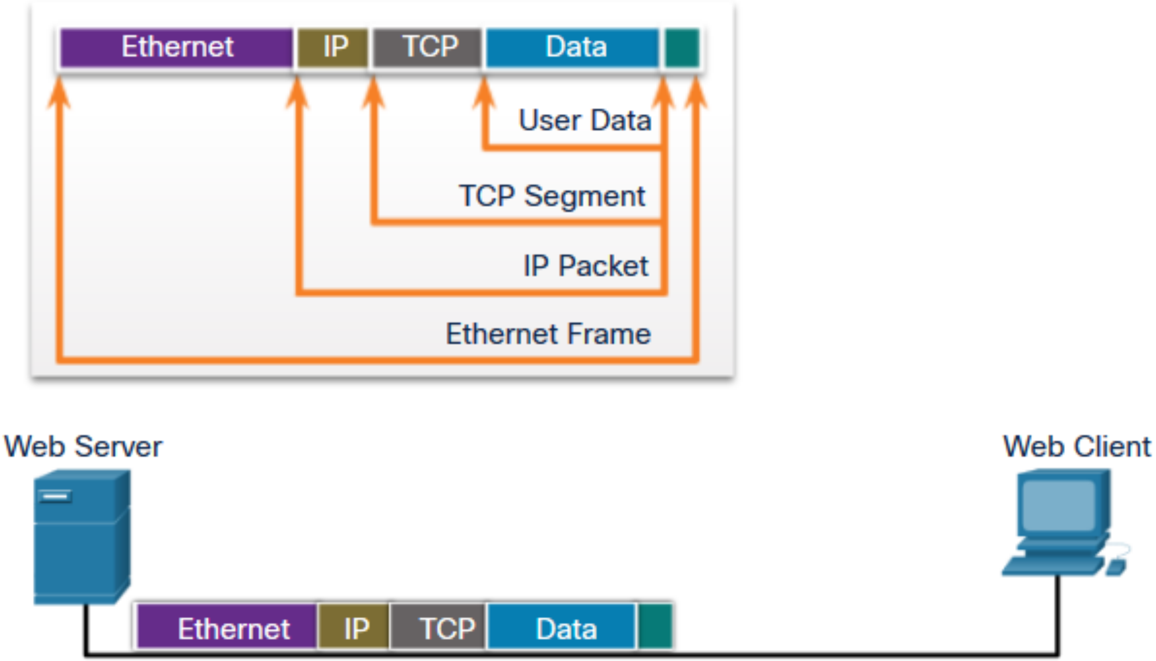
- At each stage of the process, a PDU has a different name to reflect its new functions.
- There is no universal naming convention for PDUs, in this course, the PDUs are named according to the protocols of the TCP/IP suite.
- PDUs passing down the stack are as follows:

1. Data (Data Stream)
2. Segment
3. Packet
4. Frame
5. Bits (Bit Stream)

Data Encapsulation

Encapsulation Example

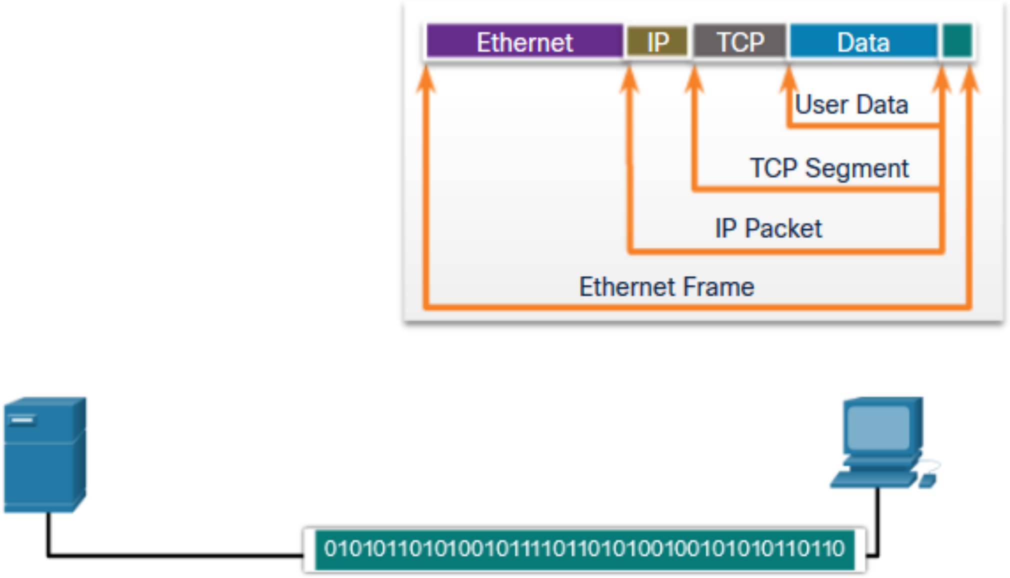
- Encapsulation is a top down process.
- The level above does its process and then passes it down to the next level of the model. This process is repeated by each layer until it is sent out as a bit stream.



De-encapsulation Example

- Data is de-encapsulated as it moves up the stack.
- When a layer completes its process, that layer strips off its header and passes it up to the next level to be processed. This is repeated at each layer until it is a data stream that the application can process.

1. Received as Bits (Bit Stream)
2. Frame
3. Packet
4. Segment
5. Data (Data Stream)



3.7 Data Access

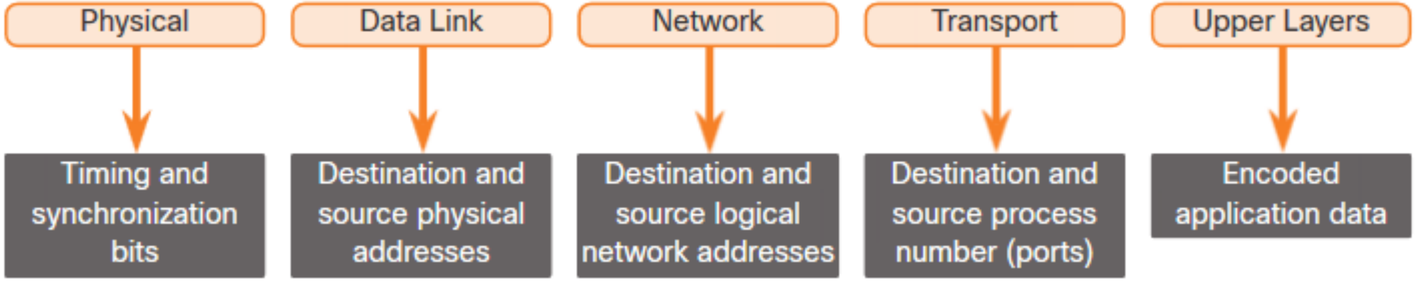
Data Access

Addresses

Both the data link and network layers use addressing to deliver data from source to destination.

Network layer source and destination addresses - Responsible for delivering the IP packet from original source to the final destination.

Data link layer source and destination addresses – Responsible for delivering the data link frame from one network interface card (NIC) to another NIC on the same network.



Physical → Timing and synchronization bits

Data Link → Destination and source physical addresses

Network → Destination and source logical network addresses

Transport → Destination and source process number (ports)

Upper Layers → Encoded application data

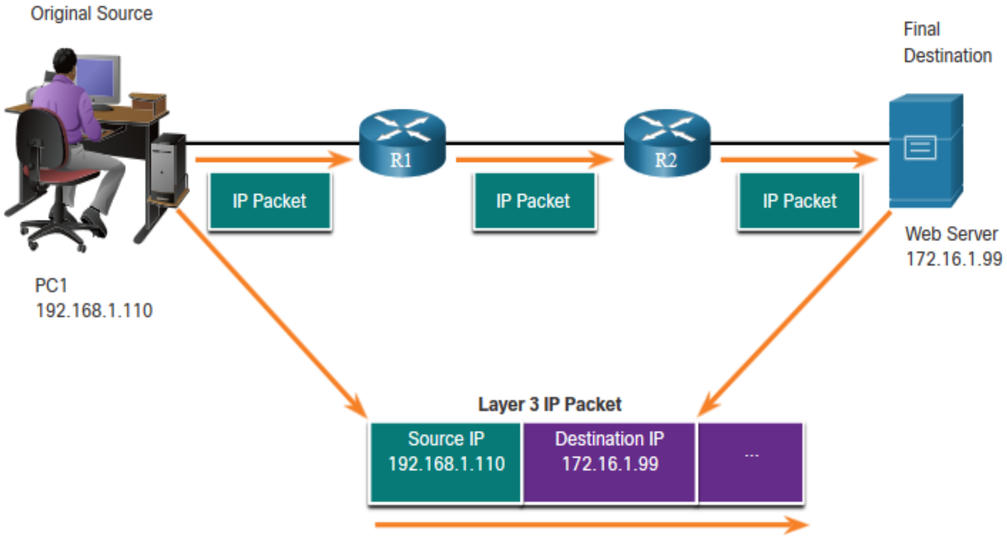
Data Access

Layer 3 Logical Address

The IP packet contains two IP addresses:

- **Source IP address** - The IP address of the sending device, original source of the packet.
- **Destination IP address** - The IP address of the receiving device, final destination of the packet.

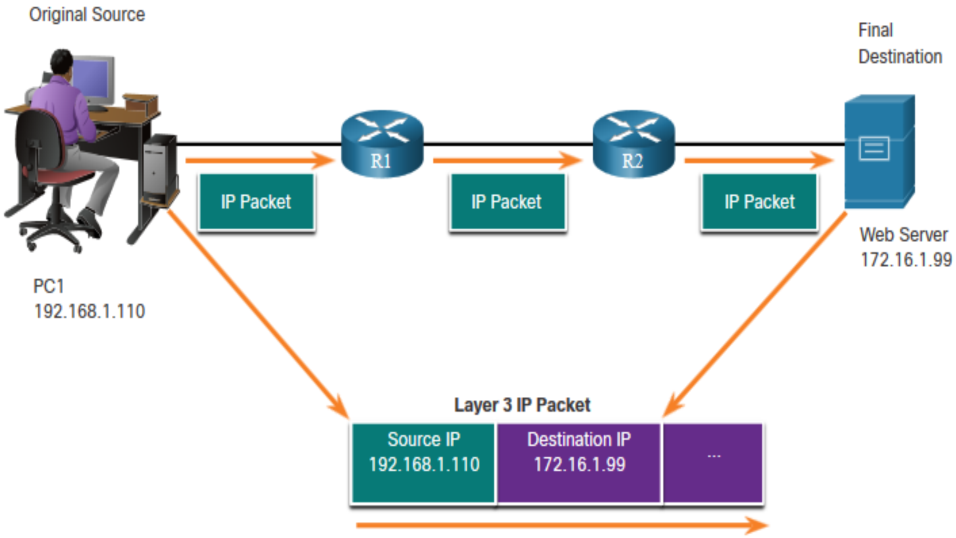
These addresses may be on the same link or remote.



Layer 3 Logical Address (Cont.)

An IP address contains two parts:

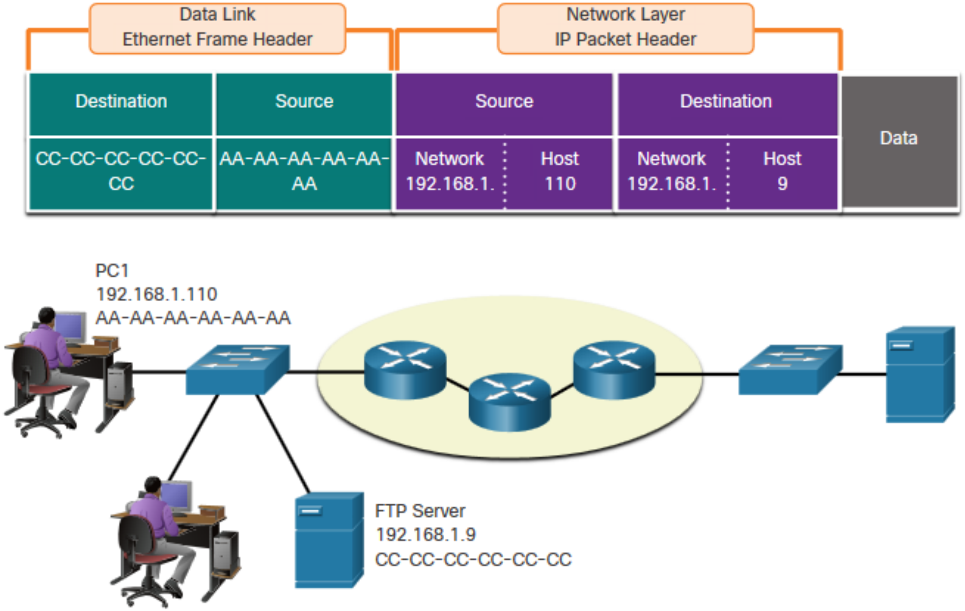
- **Network portion (IPv4) or Prefix (IPv6)**
  - The left-most part of the address indicates the network group which the IP address is a member.
  - Each LAN or WAN will have the same network portion.
- **Host portion (IPv4) or Interface ID (IPv6)**
  - The remaining part of the address identifies a specific device within the group.
  - This portion is unique for each device on the network.



Devices on the Same Network

When devices are on the same network the source and destination will have the same number in network portion of the address.

- PC1 – 192.168.1.110
- FTP Server – 192.168.1.9



Data Link Ethernet Frame Header		Network Layer IP Packet Header				
Destination	Source	Source		Destination		Data
CC-CC-CC-CC-CC-CC	AA-AA-AA-AA-AA-AA	Network 192.168.1.	Host 110	Network 192.168.1.	Host 9	

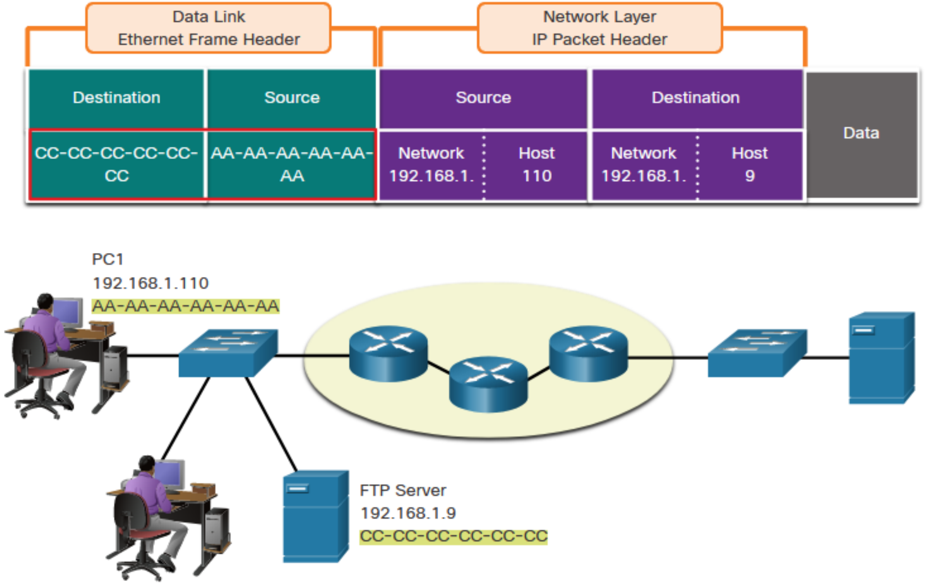
Data Access

Role of the Data Link Layer Addresses: Same IP Network

When devices are on the same Ethernet network the data link frame will use the actual MAC address of the destination NIC.

MAC addresses are physically embedded into the Ethernet NIC and are local addressing.

- The Source MAC address will be that of the originator on the link.
- The Destination MAC address will always be on the same link as the source, even if the ultimate destination is remote.

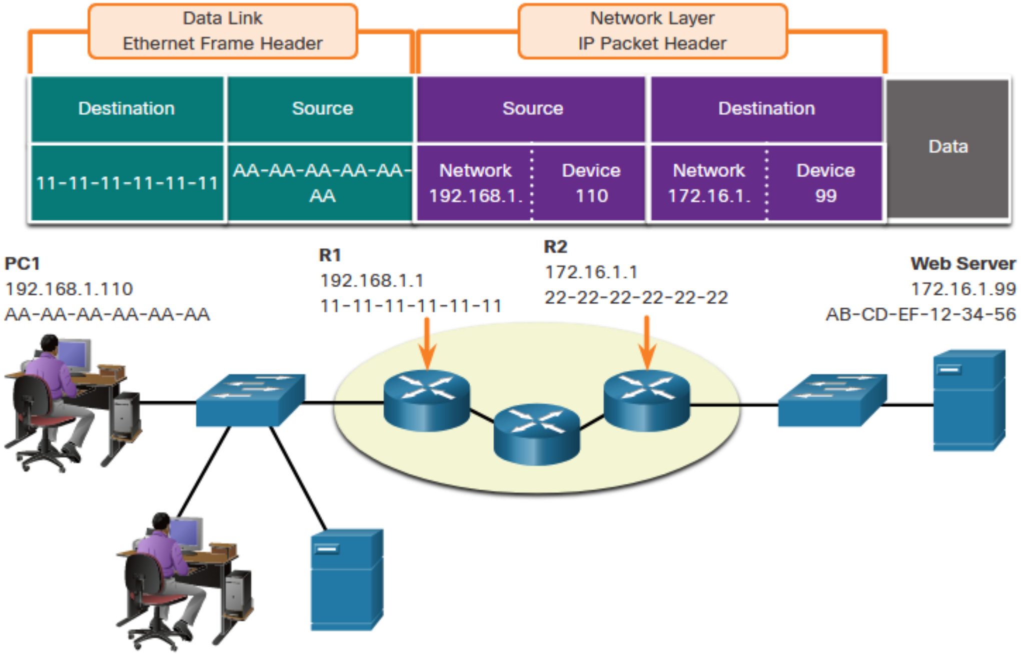


Data Link Ethernet Frame Header		Network Layer IP Packet Header		
Destination	Source	Source	Destination	Data
CC-CC-CC-CC-CC-CC	AA-AA-AA-AA-AA-AA	Network 192.168.1. Host 110	Network 192.168.1. Host 9	

Data Access

Devices on a Remote Network

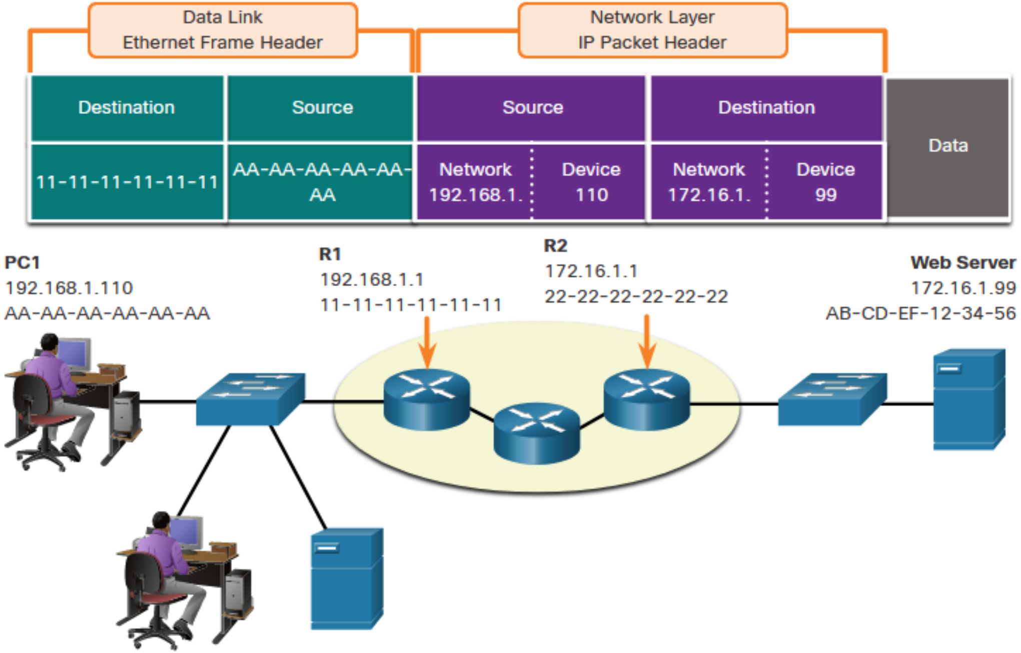
- What happens when the actual (ultimate) destination is not on the same LAN and is remote?
- What happens when PC1 tries to reach the Web Server?
- Does this impact the network and data link layers?



Role of the Network Layer Addresses

When the source and destination have a different network portion, this means they are on different networks.

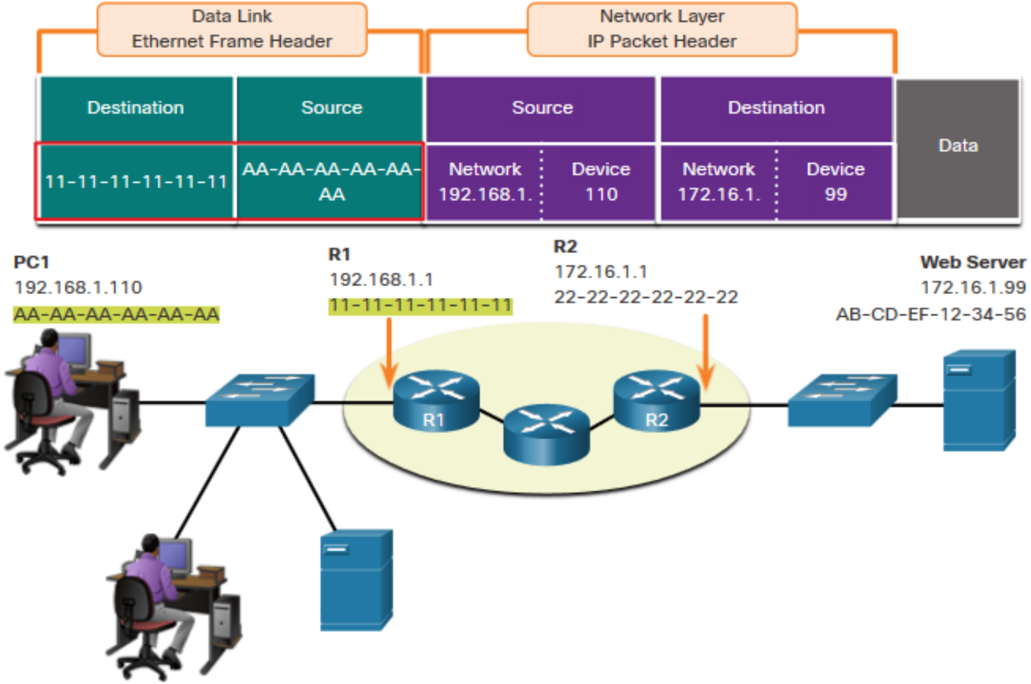
- PC1 – 192.168.1
- Web Server – 172.16.1



Role of the Data Link Layer Addresses: Different IP Networks

When the final destination is remote, Layer 3 will provide Layer 2 with the local default gateway IP address, also known as the router address.

- The default gateway (DGW) is the router interface IP address that is part of this LAN and will be the “door” or “gateway” to all other remote locations.
- All devices on the LAN must be told about this address or their traffic will be confined to the LAN only.
- Once Layer 2 on PC1 forwards to the default gateway (Router), the router then can start the routing process of getting the information to actual destination.

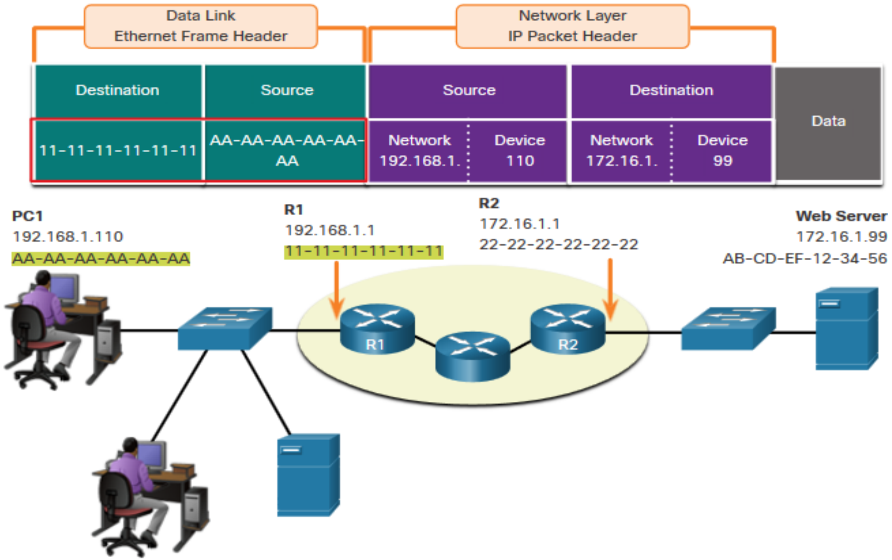


Data Access

Role of the Data Link Layer Addresses: Different IP Networks (Cont.)

- The data link addressing is local addressing so it will have a source and destination for each link.
- The MAC addressing for the first segment is :
  - Source – AA-AA-AA-AA-AA-AA (PC1) Sends the frame.
  - Destination – 11-11-11-11-11-11 (R1- Default Gateway MAC) Receives the frame.

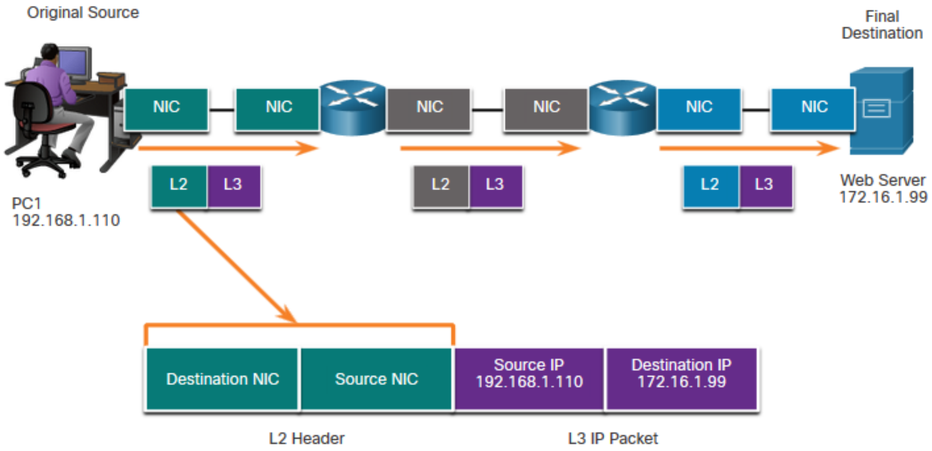
Note: While the L2 local addressing will change from link to link or hop to hop, the L3 addressing remains the same.



Data Link Ethernet Frame Header		Network Layer IP Packet Header				
Destination	Source	Source		Destination		Data
11-11-11-11-11-11	AA-AA-AA-AA-AA-AA	Network 192.168.1.	Device 110	Network 172.16.1.	Device 99	

Data Link Addresses

- Since data link addressing is local addressing, it will have a source and destination for each segment or hop of the journey to the destination.
- The MAC addressing for the first segment is:
  - Source – (PC1 NIC) sends frame
  - Destination – (First Router- DGW interface) receives frame

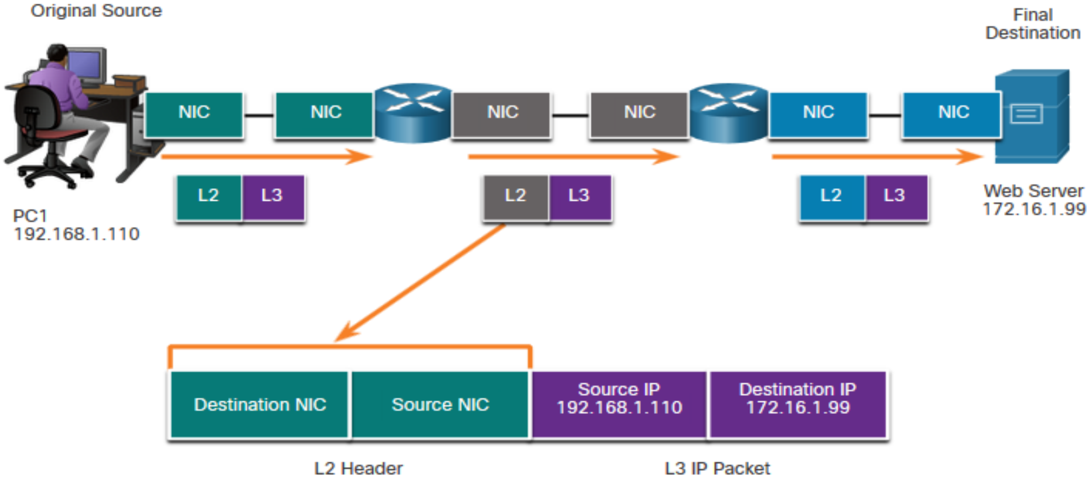


Data Access

Data Link Addresses (Cont.)

The MAC addressing for the second hop is:

- Source – (First Router- exit interface) sends frame
- Destination – (Second Router) receives frame

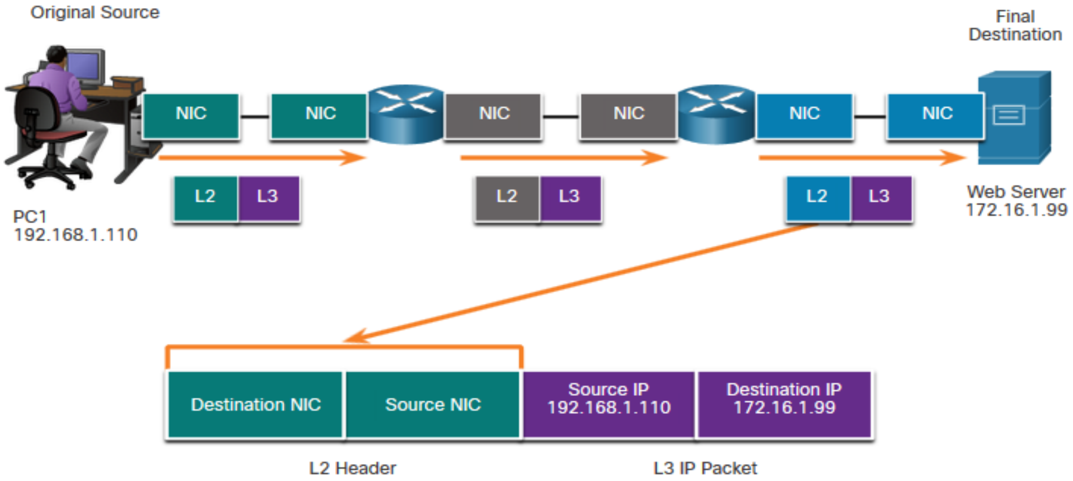


Data Access

Data Link Addresses (Cont.)

The MAC addressing for the last segment is:

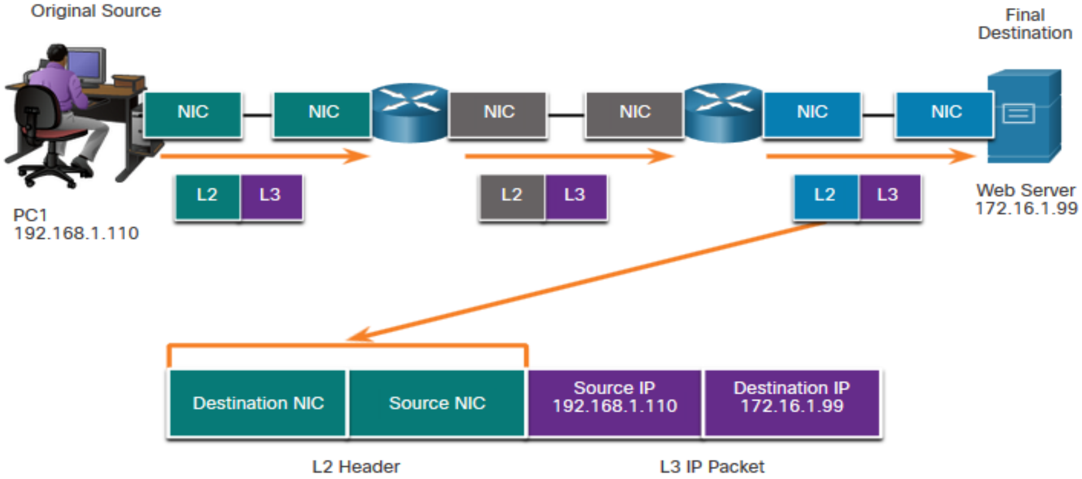
- Source – (Second Router- exit interface) sends frame
- Destination – (Web Server NIC) receives frame



Data Access

Data Link Addresses (Cont.)

- Notice that the packet is not modified, but the frame is changed, therefore the L3 IP addressing does not change from segment to segment like the L2 MAC addressing.
- The L3 addressing remains the same since it is global and the ultimate destination is still the Web Server.



Data Access

Lab – Install Wireshark

In this lab you will do the following:

- Download and Install Wireshark

Lab – Use Wireshark to View Network Traffic

In this lab, you will do the following:

- Part 1: Capture and Analyze Local ICMP Data in Wireshark
- Part 2: Capture and Analyze Remote ICMP Data in Wireshark

3.8 Module Practice and Quiz

Module Practice and Quiz

What did I learn in this module?

The Rules

- Protocols must have a sender and a receiver.
- Common computer protocols include these requirements: message encoding, formatting and encapsulation, size, timing, and delivery options.

Protocols

- To send a message across the network requires the use of several protocols.
- Each network protocol has its own function, format, and rules for communications.

Protocol Suites

- A protocol suite is a group of inter-related protocols.
- TCP/IP protocol suite are the protocols used today.

Standards Organizations

- Open standards encourage interoperability, competition, and innovation.

What did I learn in this module? (Cont.)

Reference Models

- The two models used in networking are the TCP/IP and the OSI model.
- The TCP/IP model has 4 layers and the OSI model has 7 layers.

Data Encapsulation

- The form that a piece of data takes at any layer is called a *protocol data unit (PDU)*.
- There are five different PDUs used in the data encapsulation process: data, segment, packet, frame, and bits

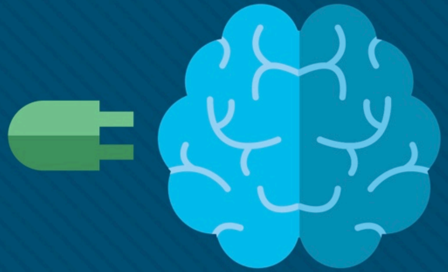
Data Access

- The Network and Data Link layers are going to provide addressing to move data through the network.
- Layer 3 will provide IP addressing and layer 2 will provide MAC addressing.
- The way these layers handle addressing will depend on whether the source and the destination are on the same network or if the destination is on a different network from the source.

Module 4: Physical Layer

Instructor Materials

Introduction to Networks v7.0
(ITN)



What to Expect in this Module

To facilitate learning, the following features within the GUI may be included in this module:

Feature	Description
Animations	Expose learners to new skills and concepts.
Videos	Expose learners to new skills and concepts.
Check Your Understanding(CYU)	Per topic online quiz to help learners gauge content understanding.
Interactive Activities	A variety of formats to help learners gauge content understanding.
Syntax Checker	Small simulations that expose learners to Cisco command line to practice configuration skills.
PT Activity	Simulation and modeling activities designed to explore, acquire, reinforce, and expand skills.

What to Expect in this Module (Cont.)

To facilitate learning, the following features may be included in this module:

Feature	Description
Hands-On Labs	Labs designed for working with physical equipment.
Class Activities	These are found on the Instructor Resources page. Class Activities are designed to facilitate learning, class discussion, and collaboration.
Module Quizzes	Self-assessments that integrate concepts and skills learned throughout the series of topics presented in the module.
Module Summary	Briefly recaps module content.

Module 4: Physical Layer

Introduction to Networks v7.0
(ITN)

Module Objectives

Module Title: Physical Layer

Module Objective: Explain how physical layer protocols, services, and network media support communications across data networks.

Topic Title	Topic Objective
Purpose of the Physical Layer	Describe the purpose and functions of the physical layer in the network.
Physical Layer Characteristics	Describe characteristics of the physical layer.
Copper Cabling	Identify the basic characteristics of copper cabling.
UTP Cabling	Explain how UTP cable is used in Ethernet networks.
Fiber-Optic Cabling	Describe fiber optic cabling and its main advantages over other media.
Wireless Media	Connect devices using wired and wireless media.

4.1 Purpose of the Physical Layer

Purpose of the Physical Layer

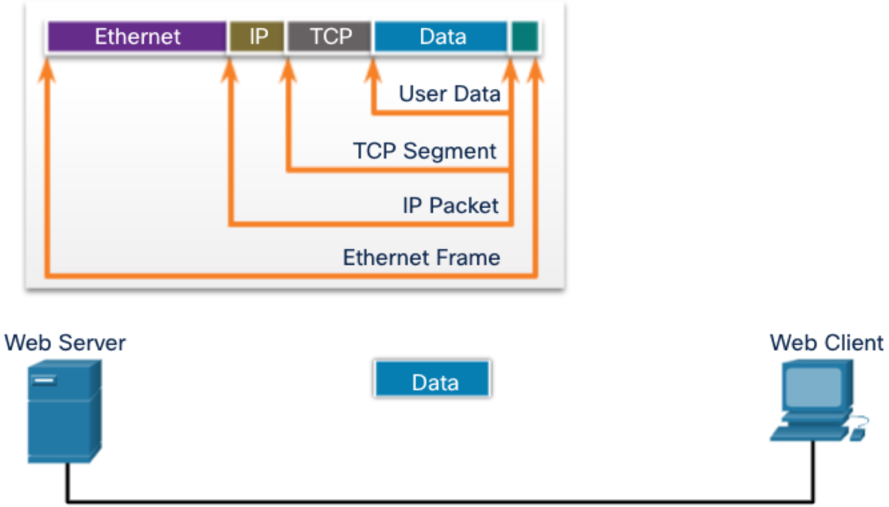
The Physical Connection

- Before any network communications can occur, a physical connection to a local network must be established.
- This connection could be wired or wireless, depending on the setup of the network.
- This generally applies whether you are considering a corporate office or a home.
- A Network Interface Card (NIC) connects a device to the network.
- Some devices may have just one NIC, while others may have multiple NICs (Wired and/or Wireless, for example).
- Not all physical connections offer the same level of performance.

Purpose of the Physical Layer

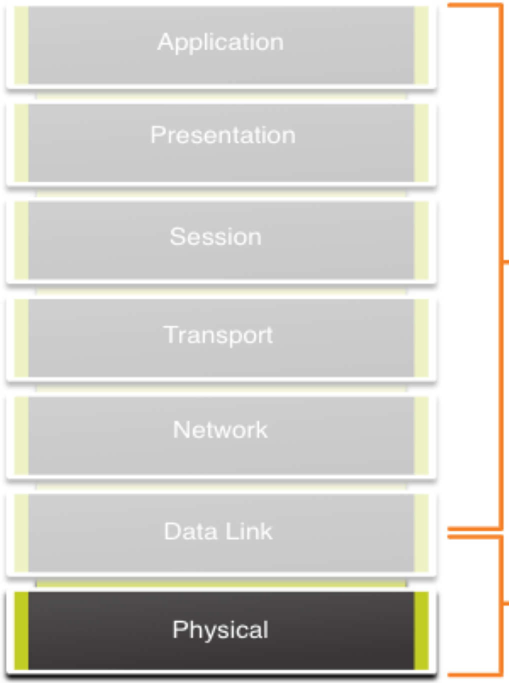
The Physical Layer

- Transports bits across the network media
- Accepts a complete frame from the Data Link Layer and encodes it as a series of signals that are transmitted to the local media
- This is the last step in the encapsulation process.
- The next device in the path to the destination receives the bits and re-encapsulates the frame, then decides what to do with it.



4.2 Physical Layer Characteristics

Physical Layer Characteristics
Physical Layer Standards



The TCP/IP standards are implemented in software and governed by the IETF.

The physical layer standards are implemented in hardware and are governed by many organizations including:

- ISO
- EIA/TIA
- ITU-T
- ANSI
- IEEE

Physical Layer Characteristics
Physical Components

Physical Layer Standards address three functional areas:

- Physical Components
- Encoding
- Signaling

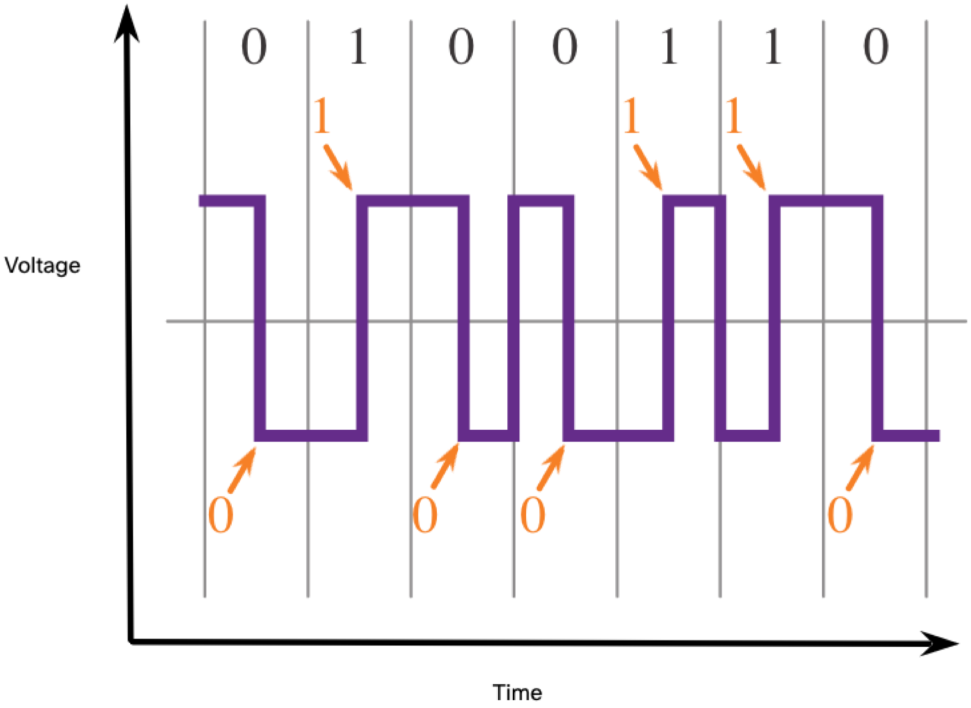
The Physical Components are the hardware devices, media, and other connectors that transmit the signals that represent the bits.

- Hardware components like NICs, interfaces and connectors, cable materials, and cable designs are all specified in standards associated with the physical layer.

Physical Layer Characteristics

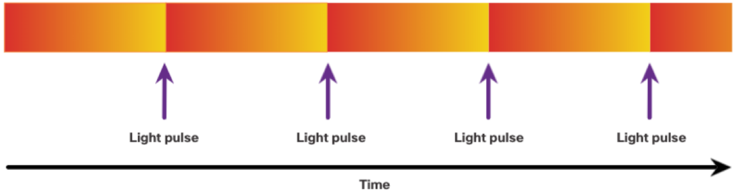
Encoding

- Encoding converts the stream of bits into a format recognizable by the next device in the network path.
- This ‘coding’ provides predictable patterns that can be recognized by the next device.
- Examples of encoding methods include Manchester (shown in the figure), 4B/5B, and 8B/10B.

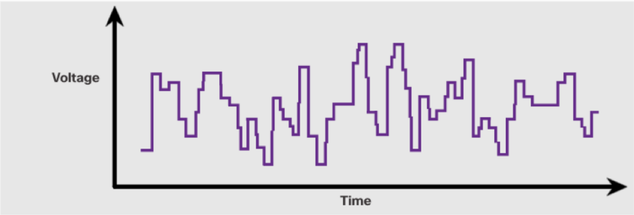


Physical Layer Characteristics
Signaling

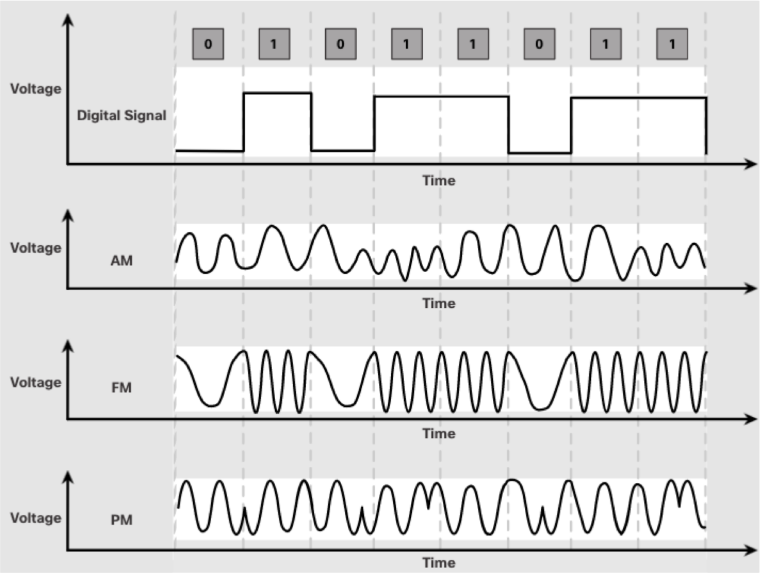
- The signaling method is how the bit values, “1” and “0” are represented on the physical medium.
- The method of signaling will vary based on the type of medium being used.



Light Pulses Over Fiber-Optic Cable



Electrical Signals Over Copper Cable



Microwave Signals Over Wireless

Physical Layer Characteristics

Bandwidth

- Bandwidth is the capacity at which a medium can carry data.
- Digital bandwidth measures the amount of data that can flow from one place to another in a given amount of time; how many bits can be transmitted in a second.
- Physical media properties, current technologies, and the laws of physics play a role in determining available bandwidth.

Unit of Bandwidth	Abbreviation	Equivalence
Bits per second	bps	1 bps = fundamental unit of bandwidth
Kilobits per second	Kbps	1 Kbps = 1,000 bps = 10^3 bps
Megabits per second	Mbps	1 Mbps = 1,000,000 bps = 10^6 bps
Gigabits per second	Gbps	1 Gbps – 1,000,000,000 bps = 10^9 bps
Terabits per second	Tbps	1 Tbps = 1,000,000,000,000 bps = 10^{12} bps

Bandwidth Terminology

Latency

- Amount of time, including delays, for data to travel from one given point to another

Throughput

- The measure of the transfer of bits across the media over a given period of time

Goodput

- The measure of usable data transferred over a given period of time
- Goodput = Throughput - traffic overhead

4.3 Copper Cabling

Copper Cabling

Characteristics of Copper Cabling

Copper cabling is the most common type of cabling used in networks today. It is inexpensive, easy to install, and has low resistance to electrical current flow.

Limitations:

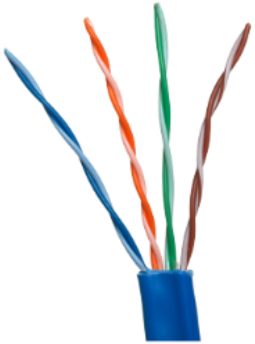
- Attenuation – the longer the electrical signals have to travel, the weaker they get.
- The electrical signal is susceptible to interference from two sources, which can distort and corrupt the data signals (Electromagnetic Interference (EMI) and Radio Frequency Interference (RFI) and Crosstalk).

Mitigation:

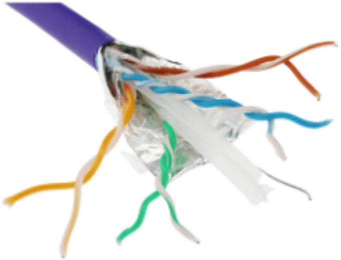
- Strict adherence to cable length limits will mitigate attenuation.
- Some kinds of copper cable mitigate EMI and RFI by using metallic shielding and grounding.
- Some kinds of copper cable mitigate crosstalk by twisting opposing circuit pair wires together.

Copper Cabling

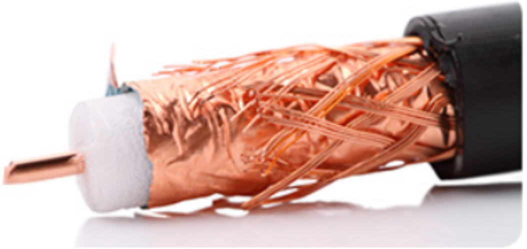
Types of Copper Cabling



Unshielded Twisted-Pair (UTP) Cable



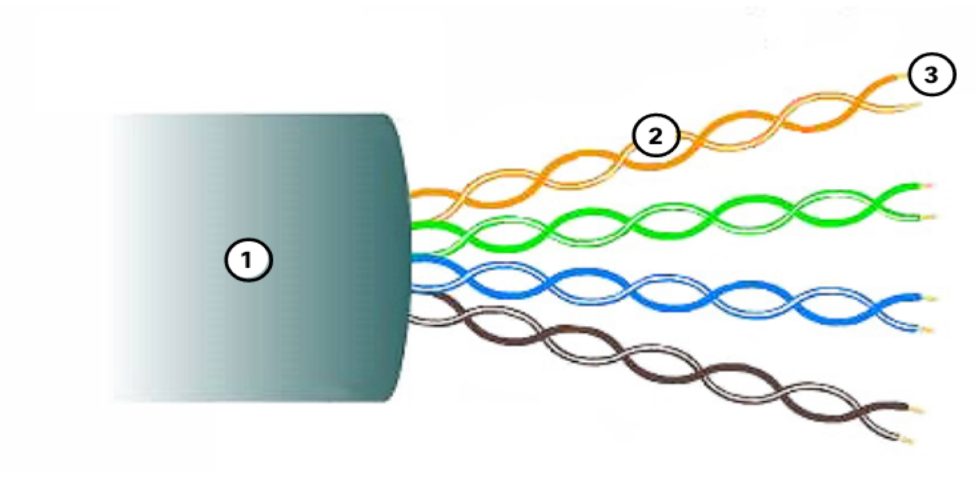
Shielded Twisted-Pair (STP) Cable



Coaxial Cable

Copper Cabling

Unshielded Twisted Pair (UTP)

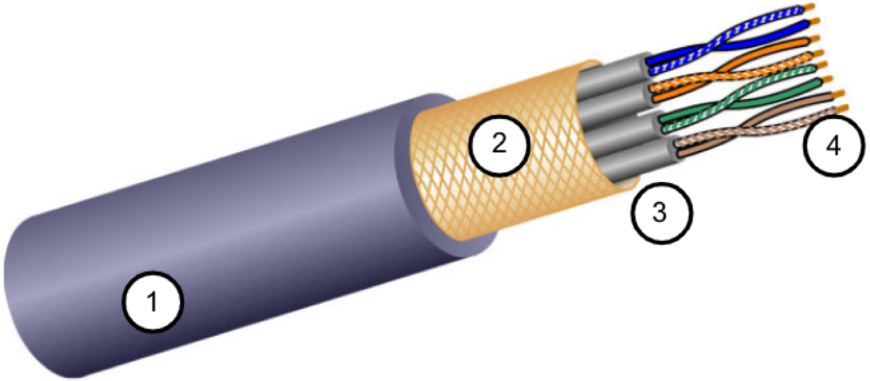


- UTP is the most common networking media.
- Terminated with RJ-45 connectors
- Interconnects hosts with intermediary network devices.

Key Characteristics of UTP

1. The outer jacket protects the copper wires from physical damage.
2. Twisted pairs protect the signal from interference.
3. Color-coded plastic insulation electrically isolates the wires from each other and identifies each pair.

Copper Cabling
Shielded Twisted Pair (STP)



- Better noise protection than UTP
- More expensive than UTP
- Harder to install than UTP
- Terminated with RJ-45 connectors
- Interconnects hosts with intermediary network devices

Key Characteristics of STP

1. The outer jacket protects the copper wires from physical damage
2. Braided or foil shield provides EMI/RFI protection
3. Foil shield for each pair of wires provides EMI/RFI protection
4. Color-coded plastic insulation electrically isolates the wires from each other and identifies each pair

Copper Cabling

Coaxial Cable

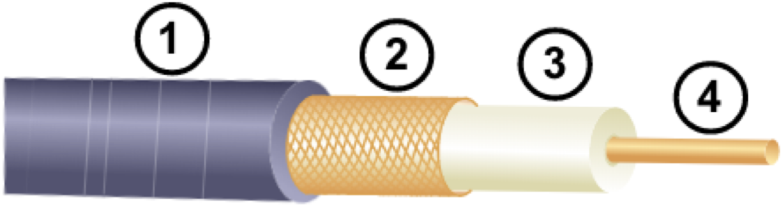
Consists of the following:

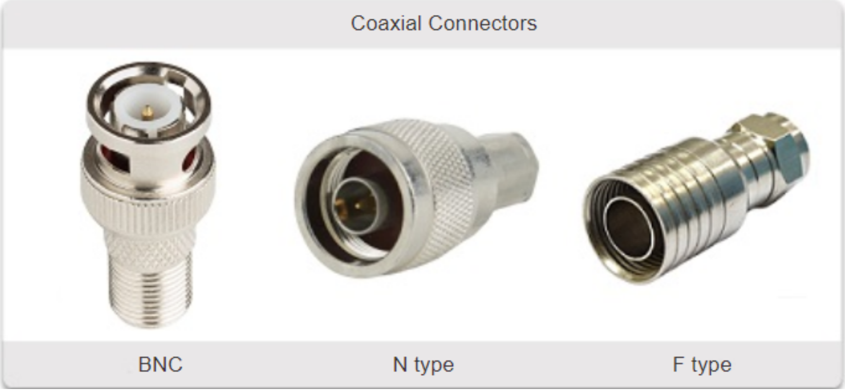
1. Outer cable jacket to prevent minor physical damage
2. A woven copper braid, or metallic foil, acts as the second wire in the circuit and as a shield for the inner conductor.
3. A layer of flexible plastic insulation
4. A copper conductor is used to transmit the electronic signals.

There are different types of connectors used with coax cable.

Commonly used in the following situations:

- Wireless installations - attach antennas to wireless devices
- Cable internet installations - customer premises wiring





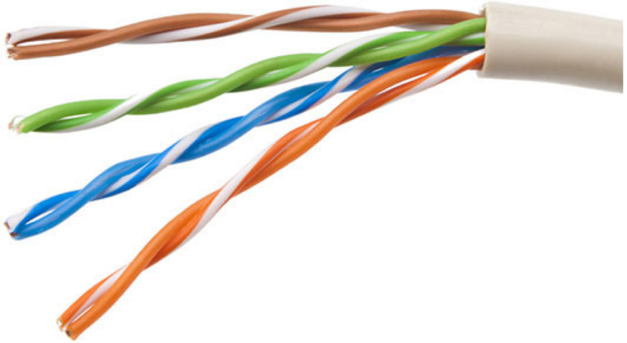
4.4 UTP Cabling

UTP Cabling

Properties of UTP Cabling

UTP has four pairs of color-coded copper wires twisted together and encased in a flexible plastic sheath. No shielding is used. UTP relies on the following properties to limit crosstalk:

- Cancellation - Each wire in a pair of wires uses opposite polarity. One wire is negative, the other wire is positive. They are twisted together and the magnetic fields effectively cancel each other and outside EMI/RFI.
- Variation in twists per foot in each wire - Each wire is twisted a different amount, which helps prevent crosstalk amongst the wires in the cable.



UTP Cabling

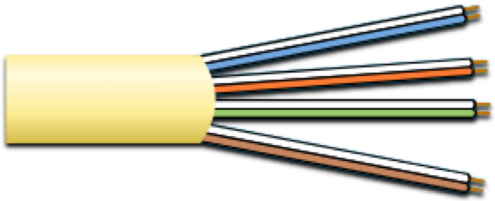
UTP Cabling Standards and Connectors

Standards for UTP are established by the TIA/EIA. TIA/EIA-568 standardizes elements like:

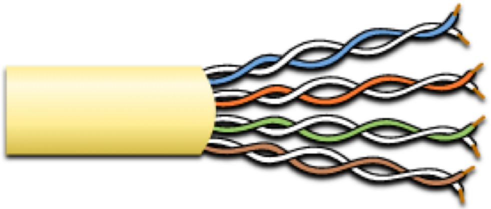
- Cable Types
- Cable Lengths
- Connectors
- Cable Termination
- Testing Methods

Electrical standards for copper cabling are established by the IEEE, which rates cable according to its performance. Examples include:

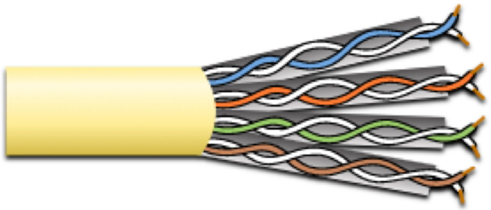
- Category 3
- Category 5 and 5e
- Category 6



Category 3 Cable (UTP)

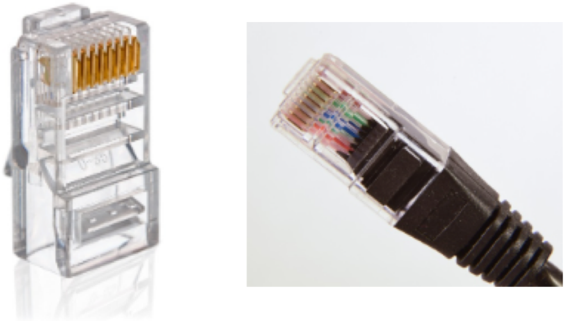


Category 5 and 5e Cable (UTP)

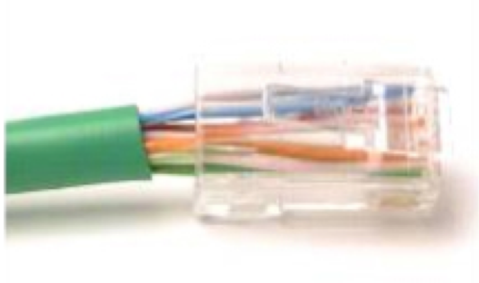


Category 6 Cable (UTP)

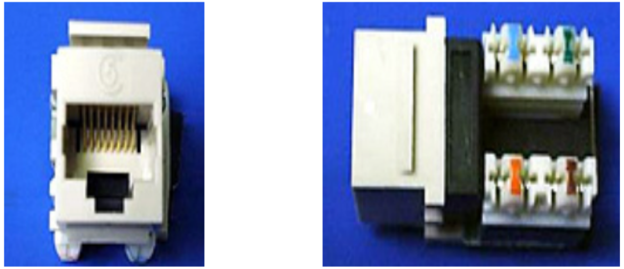
UTP Cabling Standards and Connectors (Cont.)



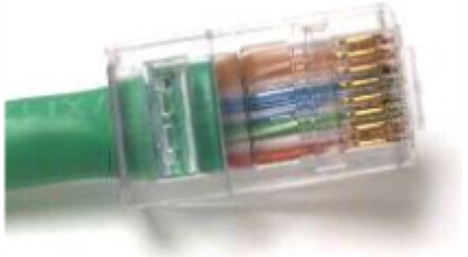
RJ-45 Connector



Poorly terminated UTP cable



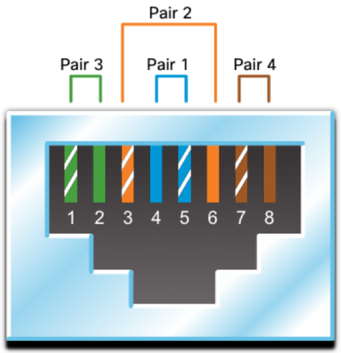
RJ-45 Socket



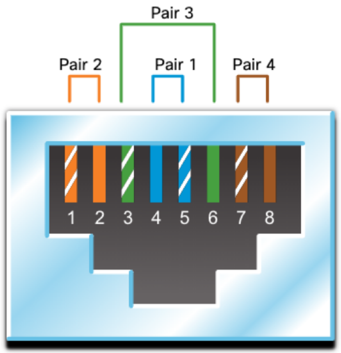
Properly terminated UTP cable

UTP Cabling

Straight-through and Crossover UTP Cables



T568A



T568B

Cable Type	Standard	Application
Ethernet Straight-through	Both ends T568A or T568B	Host to Network Device
Ethernet Crossover *	One end T568A, other end T568B	Host-to-Host, Switch-to-Switch, Router-to-Router
* Considered Legacy due to most NICs using Auto-MDIX to sense cable type and complete connection		
Rollover	Cisco Proprietary	Host serial port to Router or Switch Console Port, using an adapter

4.5 Fiber-Optic Cabling

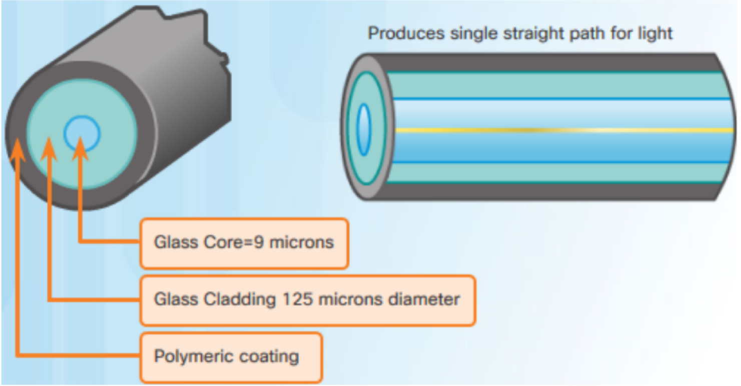
Properties of Fiber-Optic Cabling

- Not as common as UTP because of the expense involved
- Ideal for some networking scenarios
- Transmits data over longer distances at higher bandwidth than any other networking media
- Less susceptible to attenuation, and completely immune to EMI/RFI
- Made of flexible, extremely thin strands of very pure glass
- Uses a laser or LED to encode bits as pulses of light
- The fiber-optic cable acts as a wave guide to transmit light between the two ends with minimal signal loss

Fiber-Optic Cabling

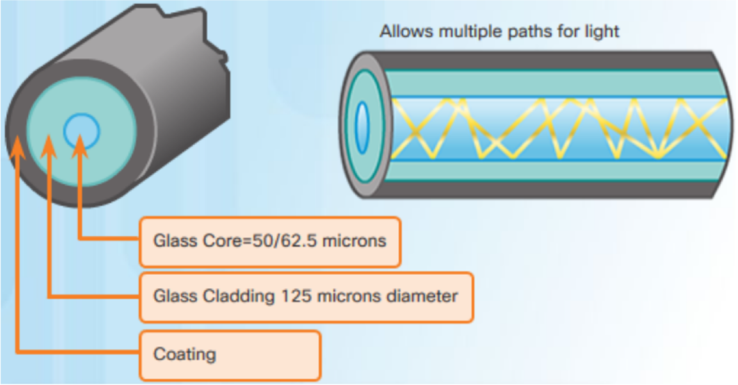
Types of Fiber Media

Single-Mode Fiber


Produces single straight path for light
Glass Core=9 microns
Glass Cladding 125 microns diameter
Polymeric coating

- Very small core
- Uses expensive lasers
- Long-distance applications

Multimode Fiber


Allows multiple paths for light
Glass Core=50/62.5 microns
Glass Cladding 125 microns diameter
Coating

- Larger core
- Uses less expensive LEDs
- LEDs transmit at different angles
- Up to 10 Gbps over 550 meters

Dispersion refers to the spreading out of a light pulse over time. Increased dispersion means increased loss of signal strength. MMF has greater dispersion than SMF, with a the maximum cable distance for MMF is 550 meters.

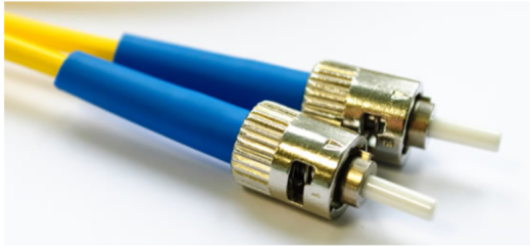
Fiber-Optic Cabling Usage

Fiber-optic cabling is now being used in four types of industry:

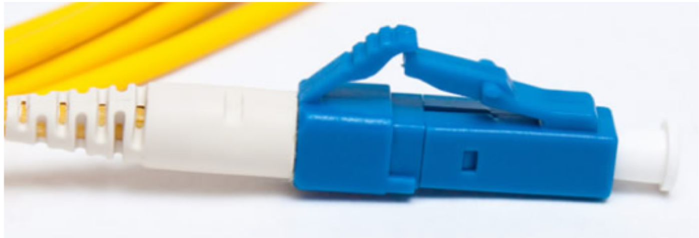
1. **Enterprise Networks -** Used for backbone cabling applications and interconnecting infrastructure devices
2. **Fiber-to-the-Home (FTTH) -** Used to provide always-on broadband services to homes and small businesses
3. **Long-Haul Networks -** Used by service providers to connect countries and cities
4. **Submarine Cable Networks -** Used to provide reliable high-speed, high-capacity solutions capable of surviving in harsh undersea environments at up to transoceanic distances.

Our focus in this course is the use of fiber within the enterprise.

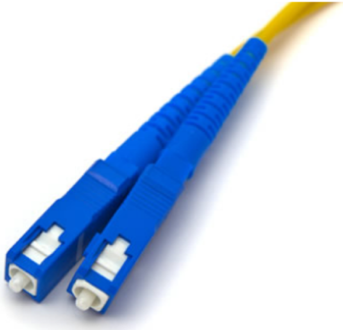
Fiber-Optic Connectors



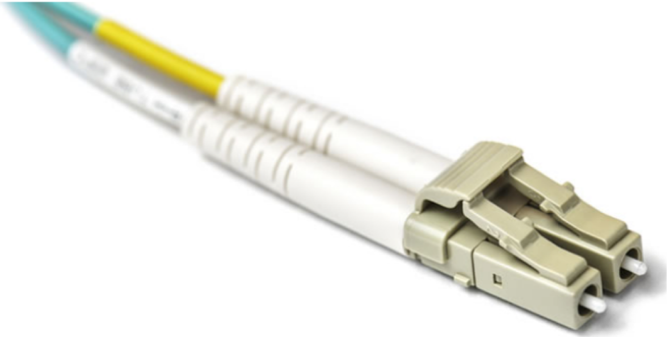
Straight-Tip (ST) Connectors



Lucent Connector (LC) Simplex Connectors

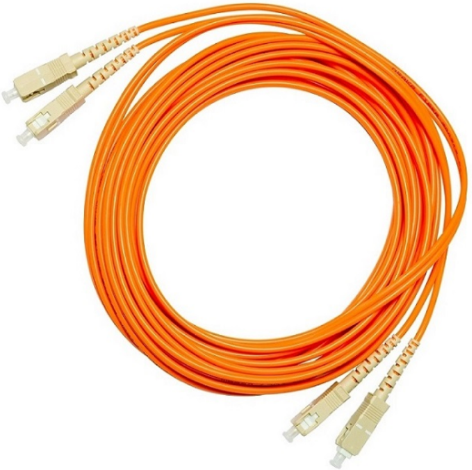


Subscriber Connector (SC) Connectors

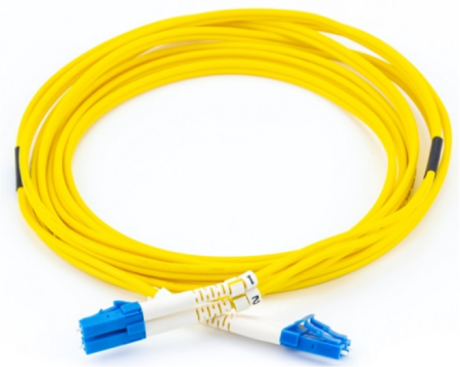


Duplex Multimode LC Connectors

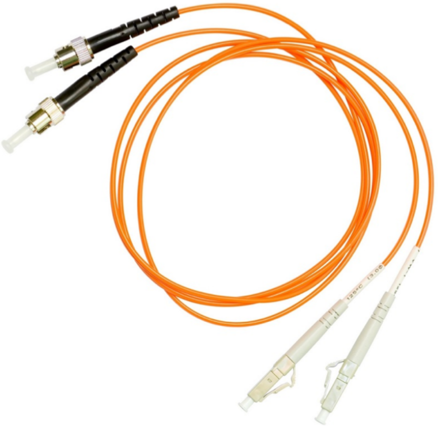
Fiber Patch Cords



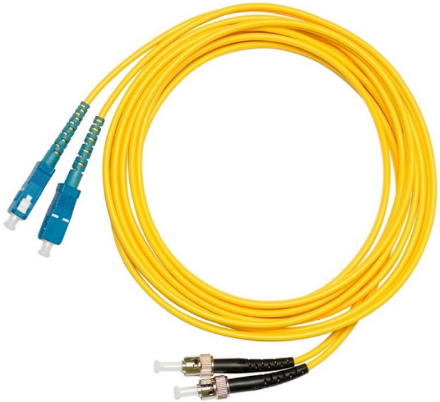
SC-SC MM Patch Cord



LC-LC SM Patch Cord



ST-LC MM Patch Cord



ST-SC SM Patch Cord

A yellow jacket is for single-mode fiber cables and orange (or aqua) for multimode fiber cables.

Fiber-Optic Cabling

Fiber versus Copper

Optical fiber is primarily used as backbone cabling for high-traffic, point-to-point connections between data distribution facilities and for the interconnection of buildings in multi-building campuses.

Implementation Issues	**UTP Cabling**	**Fiber-Optic Cabling**
Bandwidth supported	10 Mb/s - 10 Gb/s	10 Mb/s - 100 Gb/s
Distance	Relatively short (1 - 100 meters)	Relatively long (1 - 100,000 meters)
Immunity to EMI and RFI	Low	High (Completely immune)
Immunity to electrical hazards	Low	High (Completely immune)
Media and connector costs	Lowest	Highest
Installation skills required	Lowest	Highest
Safety precautions	Lowest	Highest

4.6 Wireless Media

Properties of Wireless Media

It carries electromagnetic signals representing binary digits using radio or microwave frequencies. This provides the greatest mobility option. Wireless connection numbers continue to increase.

Some of the limitations of wireless:

- **Coverage area** - Effective coverage can be significantly impacted by the physical characteristics of the deployment location.
- **Interference** - Wireless is susceptible to interference and can be disrupted by many common devices.
- **Security** - Wireless communication coverage requires no access to a physical strand of media, so anyone can gain access to the transmission.
- **Shared medium** - WLANs operate in half-duplex, which means only one device can send or receive at a time. Many users accessing the WLAN simultaneously results in reduced bandwidth for each user.

Types of Wireless Media

The IEEE and telecommunications industry standards for wireless data communications cover both the data link and physical layers. In each of these standards, physical layer specifications dictate:

- Data to radio signal encoding methods
- Frequency and power of transmission
- Signal reception and decoding requirements
- Antenna design and construction

Wireless Standards:

- **Wi-Fi (IEEE 802.11)** - Wireless LAN (WLAN) technology
- **Bluetooth (IEEE 802.15)** - Wireless Personal Area network (WPAN) standard
- **WiMAX (IEEE 802.16)** - Uses a point-to-multipoint topology to provide broadband wireless access
- **Zigbee (IEEE 802.15.4)** - Low data-rate, low power-consumption communications, primarily for Internet of Things (IoT) applications

Wireless LAN

In general, a Wireless LAN (WLAN) requires the following devices:

- **Wireless Access Point (AP)** - Concentrate wireless signals from users and connect to the existing copper-based network infrastructure
- **Wireless NIC Adapters** - Provide wireless communications capability to network hosts

There are a number of WLAN standards. When purchasing WLAN equipment, ensure compatibility, and interoperability.

Network Administrators must develop and apply stringent security policies and processes to protect WLANs from unauthorized access and damage.

Wireless Media

Packet Tracer – Connect a Wired and Wireless LAN

In this Packet Tracer, you will do the following:

- Connect to the Cloud
- Connect a Router
- Connect Remaining Devices
- Verify Connections
- Examine the Physical Topology

Wireless Media

Lab – View Wired and Wireless NIC Information

In this lab, you will complete the following objectives:

- Identify and Work with PC NICs
- Identify and Use the System Tray Network Icons

4.7 Module Practice and Quiz

What did I learn in this module?

- Before any network communications can occur, a physical connection to a local network, either wired or wireless, must be established.
- The physical layer consists of electronic circuitry, media, and connectors developed by engineers.
- The physical layer standards address three functional areas: physical components, encoding, and signaling.
- Three types of copper cabling are: UTP, STP, and coaxial cable (coax).
- UTP cabling conforms to the standards established jointly by the TIA/EIA. The electrical characteristics of copper cabling are defined by the Institute of Electrical and Electronics Engineers (IEEE).
- The main cable types that are obtained by using specific wiring conventions are Ethernet Straight-through and Ethernet Crossover.

Module Practice and Quiz

What did I learn in this module (Cont.)?

- Optical fiber cable transmits data over longer distances and at higher bandwidths than any other networking media.
- There are four types of fiber-optic connectors: ST, SC, LC, and duplex multimode LC.
- Fiber-optic patch cords include SC-SC multimode, LC-LC single-mode, ST-LC multimode, and SC-ST single-mode.
- Wireless media carry electromagnetic signals that represent the binary digits of data communications using radio or microwave frequencies. Wireless does have some limitations, including coverage area, interference, security, and the problems that occur with any shared medium.
- Wireless standards include the following: Wi-Fi (IEEE 802.11), Bluetooth (IEEE 802.15), WiMAX (IEEE 802.16), and Zigbee (IEEE 802.15.4).
- Wireless LAN (WLAN) requires a wireless AP and wireless NIC adapters.

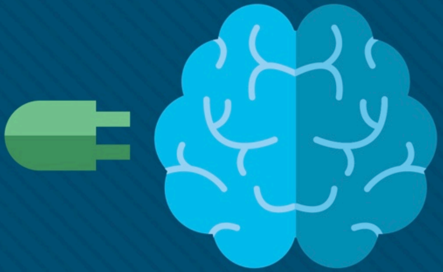
4.8 Summary

Module Practice and Quiz

Packet Tracer – Connect the Physical Layer

In this Packet Tracer, you will do the following:

- Identify Physical Characteristics of Internetworking Devices
- Select Correct Modules for Connectivity
- Connect Devices
- Check Connectivity



Module 5: Number Systems

Instructor Materials

Introduction to Networks v7.0
(ITN)

What to Expect in this Module

- To facilitate learning, the following features within the GUI may be included in this module:

Feature	Description
Animations	Expose learners to new skills and concepts.
Videos	Expose learners to new skills and concepts.
Check Your Understanding(CYU)	Per topic online quiz to help learners gauge content understanding.
Interactive Activities	A variety of formats to help learners gauge content understanding.
Syntax Checker	Small simulations that expose learners to Cisco command line to practice configuration skills.
PT Activity	Simulation and modeling activities designed to explore, acquire, reinforce, and expand skills.

What to Expect in this Module (Cont.)

- To facilitate learning, the following features may be included in this module:

Feature	Description
Hands-On Labs	Labs designed for working with physical equipment.
Class Activities	These are found on the Instructor Resources page. Class Activities are designed to facilitate learning, class discussion, and collaboration.
Module Quizzes	Self-assessments that integrate concepts and skills learned throughout the series of topics presented in the module.
Module Summary	Briefly recaps module content.

Module 5: Number Systems

Introduction to Networks v7.0
(ITN)

Module Objectives

Module Title: Number Systems

Module Objective: Calculate numbers between decimal, binary, and hexadecimal systems.

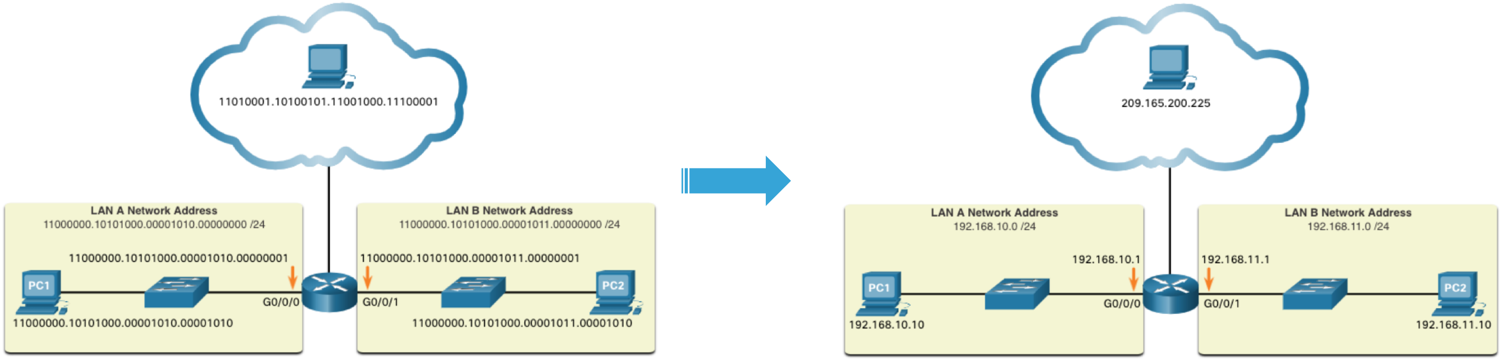
Topic Title	Topic Objective
Binary Number System	Calculate numbers between decimal and binary systems.
Hexadecimal Number System	Calculate numbers between decimal and hexadecimal systems.

5.1 Binary Number System

Binary Number System

Binary and IPv4 Addresses

- Binary numbering system consists of 1s and 0s, called bits
- Decimal numbering system consists of digits 0 through 9
- Hosts, servers, and network equipment using binary addressing to identify each other.
- Each address is made up of a string of 32 bits, divided into four sections called octets.
- Each octet contains 8 bits (or 1 byte) separated by a dot.
- For ease of use by people, this dotted notation is converted to dotted decimal.



Video – Convert Between Binary and Decimal Numbering Systems

This video will cover the following:

- Positional notation review
- Powers of 10 review
- Decimal – base 10 numbering review
- Binary – base 2 numbering review
- Convert an P address in binary to decimal numbering

Binary Number System

Binary Positional Notation

- Positional notation means that a digit represents different values depending on the “position” the digit occupies in the sequence of numbers.
- The decimal positional notation system operates as shown in the tables below.

Radix	**10**	**10**	**10**	**10**
Position in Number	3	2	1	0
Calculate	(10^3)	(10^2)	(10^1)	(10^0)
Position Value	1000	100	10	1

	Thousands	**Hundreds**	**Tens**	**Ones**
Positional Value	1000	100	10	1
Decimal Number (1234)	1	2	3	4
Calculate	1 x 1000	2 x 100	3 x 10	4 x 1
Add them up…	1000	+ 200	+ 30	+ 4
Result	**1,234**			

Binary Number System

Binary Positional Notation (Cont.)

The binary positional notation system operates as shown in the tables below.

Radix	**2**	**2**	**2**	**2**	**2**	**2**	**2**	**2**
Position in Number	7	6	5	4	3	2	1	0
Calculate	(2^7)	(2^6)	(2^5)	(2^4)	(2^3)	(2^2)	(2^1)	(2^0)
Position Value	128	64	32	16	8	4	2	1

Positional Value	**128**	**64**	**32**	**16**	**8**	**4**	**2**	**1**
Binary Number (11000000)	1	1	0	0	0	0	0	0
Calculate	1x128	1x64	0x32	0x16	0x8	0x4	0x2	0x1
Add Them Up…	128	+ 64	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
Result	**192**							

Binary Number System

Convert Binary to Decimal

Convert 11000000.10101000.00001011.00001010 to decimal.

Positional Value	**128**	**64**	**32**	**16**	**8**	**4**	**2**	**1**
Binary Number (11000000)	**1**	**1**	**0**	**0**	**0**	**0**	**0**	**0**
Calculate	1x128	1x64	0x32	0x16	0x8	0x4	0x2	0x1
Add Them Up…	128	+ 64	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0
Binary Number (10101000)	**1**	**0**	**1**	**0**	**1**	**0**	**0**	**0**
Calculate	1x128	0x64	1x32	0x16	1x8	0x4	0x2	0x1
Add Them Up…	128	+ 0	+ 32	+ 0	+ 8	+ 0	+ 0	+ 0
Binary Number (00001011)	**0**	**0**	**0**	**0**	**1**	**0**	**1**	**1**
Calculate	0x128	0x64	0x32	0x16	1x8	0x4	1x2	1x1
Add Them Up…	0	+ 0	+ 0	+ 0	+ 8	+ 0	+ 2	+ 1
Binary Number (00001010)	**0**	**0**	**0**	**0**	**1**	**0**	**1**	**0**
Calculate	0x128	0x64	0x32	0x16	1x8	0x4	1x2	0x1
Add Them Up…	0	+ 0	+ 0	+ 0	+ 8	+ 0	+ 2	+ 0

→ 192

→ 168

→ 11

→ 10

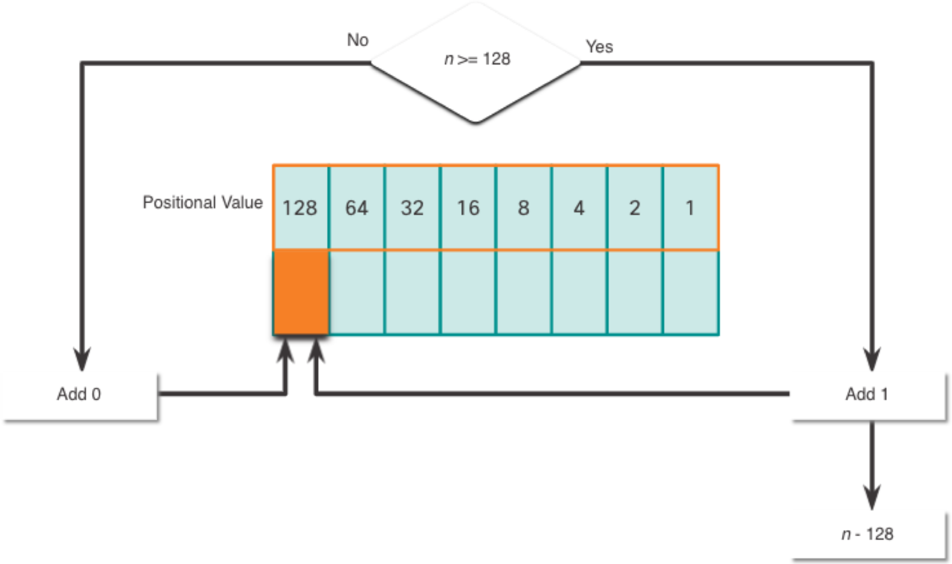
192.168.11.10

Binary Number System

Decimal to Binary Conversion

The binary positional value table is useful in converting a dotted decimal IPv4 address to binary.

- Start in the 128 position (the most significant bit). Is the decimal number of the octet (n) equal to or greater than 128?
- If no, record a binary 0 in the 128 positional value and move to the 64 positional value.
- If yes, record a binary 1 in the 128 positional value, subtract 128 from the decimal number, and move to the 64 positional value.
- Repeat these steps through the 1 positional value.



Binary Number System

Decimal to Binary Conversion Example

- Convert decimal 168 to binary

Is 168 > 128?
- Yes, enter 1 in 128 position and subtract 128 (168-128=40)

Is 40 > 64?
- No, enter 0 in 64 position and move on

Is 40 > 32?
- Yes, enter 1 in 32 position and subtract 32 (40-32=8)

Is 8 > 16?
- No, enter 0 in 16 position and move on

Is 8 > 8?
- Equal. Enter 1 in 8 position and subtract 8 (8-8=0)

No values left. Enter 0 in remaining binary positions

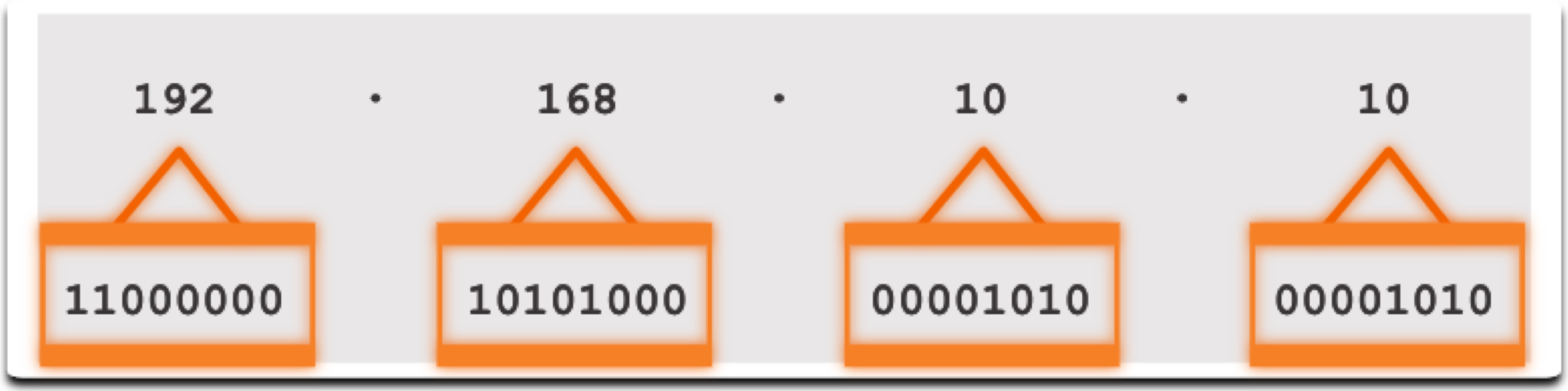
128	64	32	16	8	4	2	1
1	0	1	0	1	0	0	0

Decimal 168 is written as 10101000 in binary

Binary Number System

IPv4 Addresses

- Routers and computers only understand binary, while humans work in decimal. It is important for you to gain a thorough understanding of these two numbering systems and how they are used in networking.

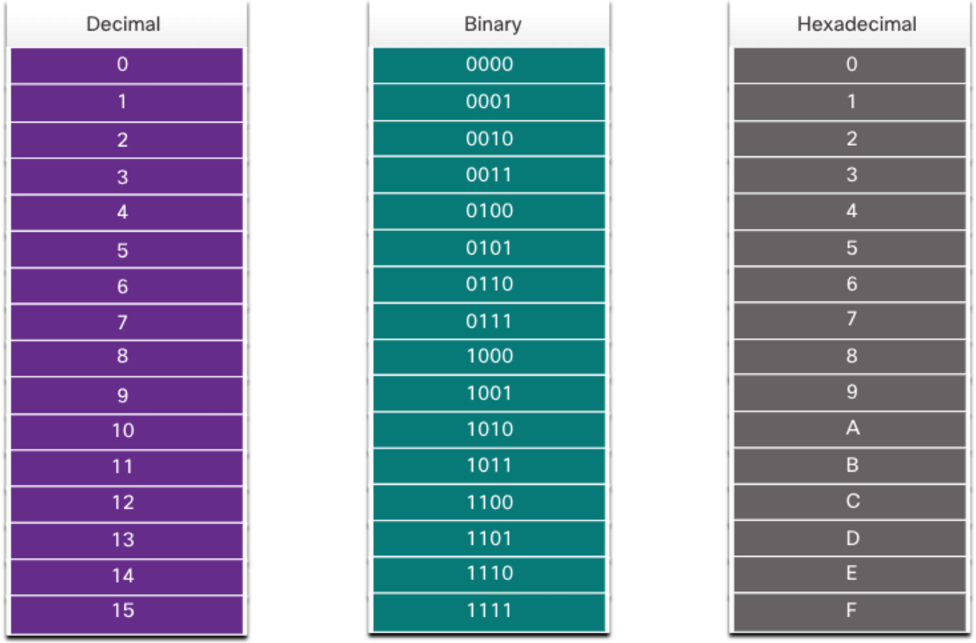


5.2 Hexadecimal Number System

Hexadecimal Number System

Hexadecimal and IPv6 Addresses

- To understand IPv6 addresses, you must be able to convert hexadecimal to decimal and vice versa.
- Hexadecimal is a base sixteen numbering system, using the digits 0 through 9 and letters A to F.
- It is easier to express a value as a single hexadecimal digit than as four binary bit.
- Hexadecimal is used to represent IPv6 addresses and MAC addresses.

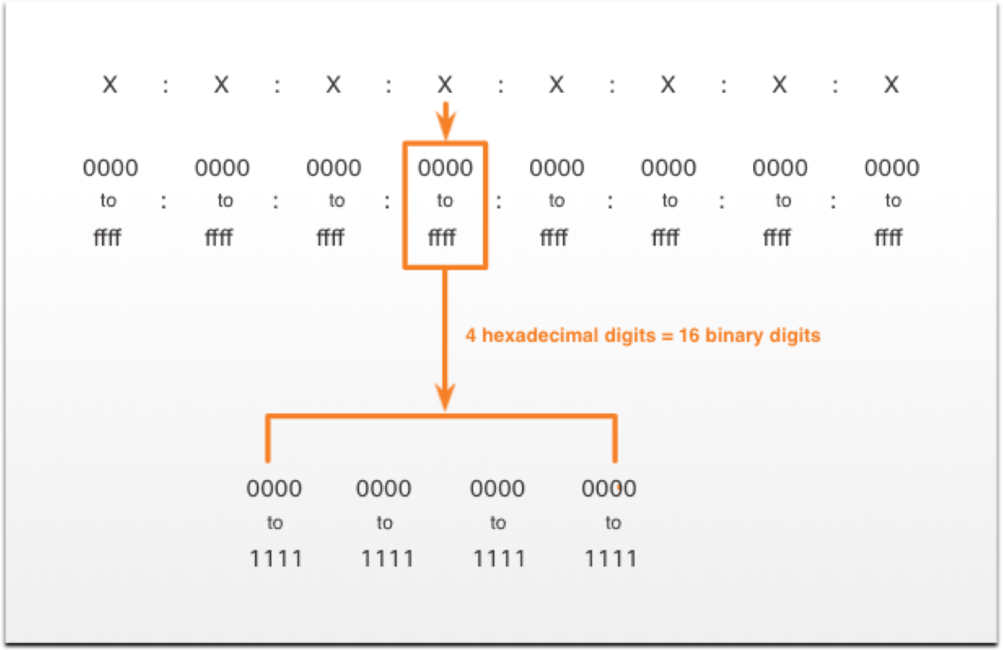


Decimal	Binary	Hexadecimal
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	4
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

Hexadecimal Number System

Hexadecimal and IPv6 Addresses (Cont.)

- IPv6 addresses are 128 bits in length. Every 4 bits is represented by a single hexadecimal digit. That makes the IPv6 address a total of 32 hexadecimal values.
- The figure shows the preferred method of writing out an IPv6 address, with each X representing four hexadecimal values.
- Each four hexadecimal character group is referred to as a hextet.


X : X : X : X : X : X : X : X
0000 to ffff : 0000 to ffff : 0000 to ffff : 0000 to ffff : 0000 to ffff : 0000 to ffff : 0000 to ffff : 0000 to ffff
4 hexadecimal digits = 16 binary digits
0000 to 1111
0000 to 1111
0000 to 1111
0000 to 1111

Hexadecimal Number System

Video – Converting Between Hexadecimal and Decimal Numbering Systems

This video will cover the following:

- Characteristics of the Hexadecimal System
- Convert from Hexadecimal to Decimal
- Convert from Decimal to Hexadecimal

Hexadecimal Number System

Decimal to Hexadecimal Conversions

Follow the steps listed to convert decimal numbers to hexadecimal values:

- Convert the decimal number to 8-bit binary strings.
- Divide the binary strings in groups of four starting from the rightmost position.
- Convert each four binary numbers into their equivalent hexadecimal digit.

For example, 168 converted into hex using the three-step process.

- 168 in binary is 10101000.
- 10101000 in two groups of four binary digits is 1010 and 1000.
- 1010 is hex A and 1000 is hex 8, so 168 is A8 in hexadecimal.

Hexadecimal Number System

Hexadecimal to Decimal Conversions

Follow the steps listed to convert hexadecimal numbers to decimal values:

- Convert the hexadecimal number to 4-bit binary strings.
- Create 8-bit binary grouping starting from the rightmost position.
- Convert each 8-bit binary grouping into their equivalent decimal digit.

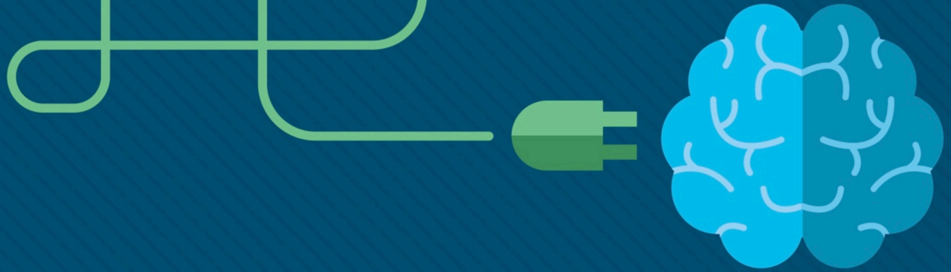
For example, D2 converted into decimal using the three-step process:

- D2 in 4-bit binary strings is 1110 and 0010.
- 1110 and 0010 is 11100010 in an 8-bit grouping.
- 11100010 in binary is equivalent to 210 in decimal, so D2 is 210 is decimal

5.3 Module Practice and Quiz

What did I learn in this module?

- Binary is a base two numbering system that consists of the numbers 0 and 1, called bits.
- Decimal is a base ten numbering system that consists of the numbers 0 through 9.
- Binary is what hosts, servers, and networking equipment uses to identify each other.
- Hexadecimal is a base sixteen numbering system that consists of the numbers 0 through 9 and the letters A to F.
- Hexadecimal is used to represent IPv6 addresses and MAC addresses.
- IPv6 addresses are 128 bits long, and every 4 bits is represented by a hexadecimal digit for a total of 32 hexadecimal digits.
- To convert hexadecimal to decimal, you must first convert the hexadecimal to binary, then convert the binary to decimal.
- To convert decimal to hexadecimal, you must first convert the decimal to binary and then the binary to hexadecimal.



Module 6: Data Link Layer

Instructor Materials

Introduction to Networks v7.0
(ITN)

What to Expect in this Module

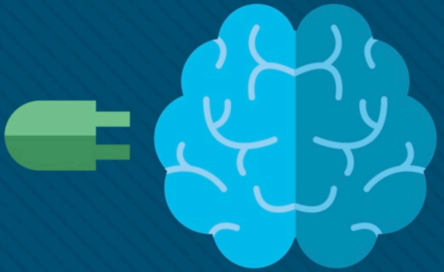
- To facilitate learning, the following features within the GUI may be included in this module:

Feature	Description
Animations	Expose learners to new skills and concepts.
Videos	Expose learners to new skills and concepts.
Check Your Understanding(CYU)	Per topic online quiz to help learners gauge content understanding.
Interactive Activities	A variety of formats to help learners gauge content understanding.
Syntax Checker	Small simulations that expose learners to Cisco command line to practice configuration skills.
PT Activity	Simulation and modeling activities designed to explore, acquire, reinforce, and expand skills.

What to Expect in this Module (Cont.)

- To facilitate learning, the following features may be included in this module:

Feature	Description
Hands-On Labs	Labs designed for working with physical equipment.
Class Activities	These are found on the Instructor Resources page. Class Activities are designed to facilitate learning, class discussion, and collaboration.
Module Quizzes	Self-assessments that integrate concepts and skills learned throughout the series of topics presented in the module.
Module Summary	Briefly recaps module content.



Module 6: Data Link Layer

Introduction to Networks v7.0
(ITN)

Module Objectives

Module Title: Data Link Layer

Module Objective: Explain how media access control in the data link layer supports communication across networks.

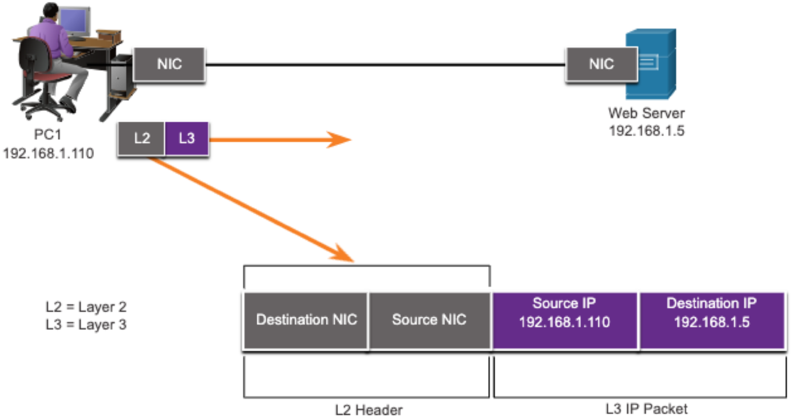
Topic Title	Topic Objective
Purpose of the Data Link Layer	Describe the purpose and function of the data link layer in preparing communication for transmission on specific media.
Topologies	Compare the characteristics of media access control methods on WAN and LAN topologies.
Data Link Frame	Describe the characteristics and functions of the data link frame.

6.1 Purpose of the Data Link Layer

Purpose of the Data Link Layer

The Data Link Layer

- The Data Link layer is responsible for communications between end-device network interface cards.
- It allows upper layer protocols to access the physical layer media and encapsulates Layer 3 packets (IPv4 and IPv6) into Layer 2 Frames.
- It also performs error detection and rejects corrupts frames.

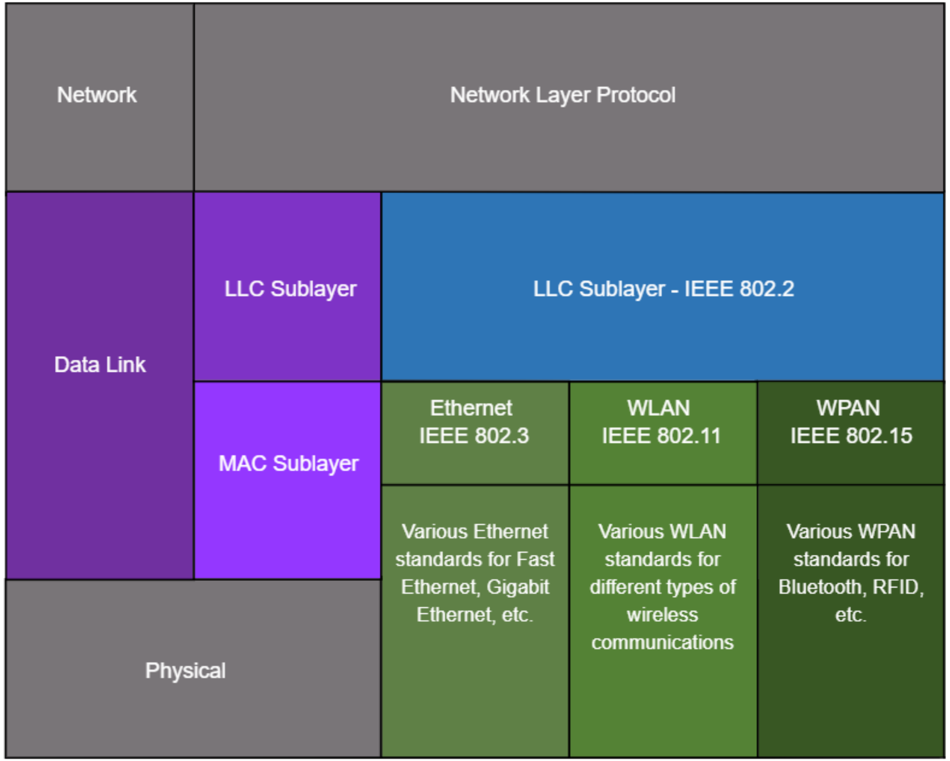


Purpose of the Data Link Layer
IEEE 802 LAN/MAN Data Link Sublayers

IEEE 802 LAN/MAN standards are specific to the type of network (Ethernet, WLAN, WPAN, etc).

The Data Link Layer consists of two sublayers. **Logical Link Control (LLC)** and **Media Access Control (MAC).**

- The LLC sublayer communicates between the networking software at the upper layers and the device hardware at the lower layers.
- The MAC sublayer is responsible for data encapsulation and media access control.


Network
Network Layer Protocol
Data Link
LLC Sublayer
LLC Sublayer - IEEE 802.2
MAC Sublayer
Ethernet IEEE 802.3
WLAN IEEE 802.11
WPAN IEEE 802.15
Various Ethernet standards for Fast Ethernet, Gigabit Ethernet, etc.
Various WLAN standards for different types of wireless communications
Various WPAN standards for Bluetooth, RFID, etc.
Physical

Providing Access to Media

Packets exchanged between nodes may experience numerous data link layers and media transitions.

At each hop along the path, a router performs four basic Layer 2 functions:

- Accepts a frame from the network medium.
- De-encapsulates the frame to expose the encapsulated packet.
- Re-encapsulates the packet into a new frame.
- Forwards the new frame on the medium of the next network segment.

Purpose of the Data Link Layer

Data Link Layer Standards

Data link layer protocols are defined by engineering organizations:

- Institute for Electrical and Electronic Engineers (IEEE).
- International Telecommunications Union (ITU).
- International Organizations for Standardization (ISO).
- American National Standards Institute (ANSI).

6.2 Topologies

Topologies

Physical and Logical Topologies

The topology of a network is the arrangement and relationship of the network devices and the interconnections between them.

There are two types of topologies used when describing networks:

- **Physical topology** – shows physical connections and how devices are interconnected.
- **Logical topology** – identifies the virtual connections between devices using device interfaces and IP addressing schemes.

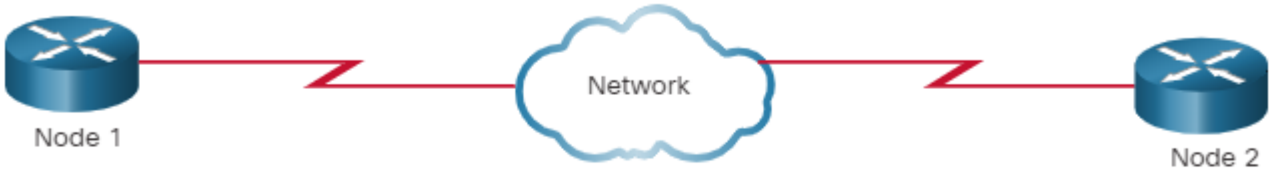
WAN Topologies

There are three common physical WAN topologies:

- **Point-to-point** – the simplest and most common WAN topology. Consists of a permanent link between two endpoints.
- **Hub and spoke** – similar to a star topology where a central site interconnects branch sites through point-to-point links.
- **Mesh** – provides high availability but requires every end system to be connected to every other end system.

Point-to-Point WAN Topology

- Physical point-to-point topologies directly connect two nodes.
- The nodes may not share the media with other hosts.
- Because all frames on the media can only travel to or from the two nodes, Point-to-Point WAN protocols can be very simple.



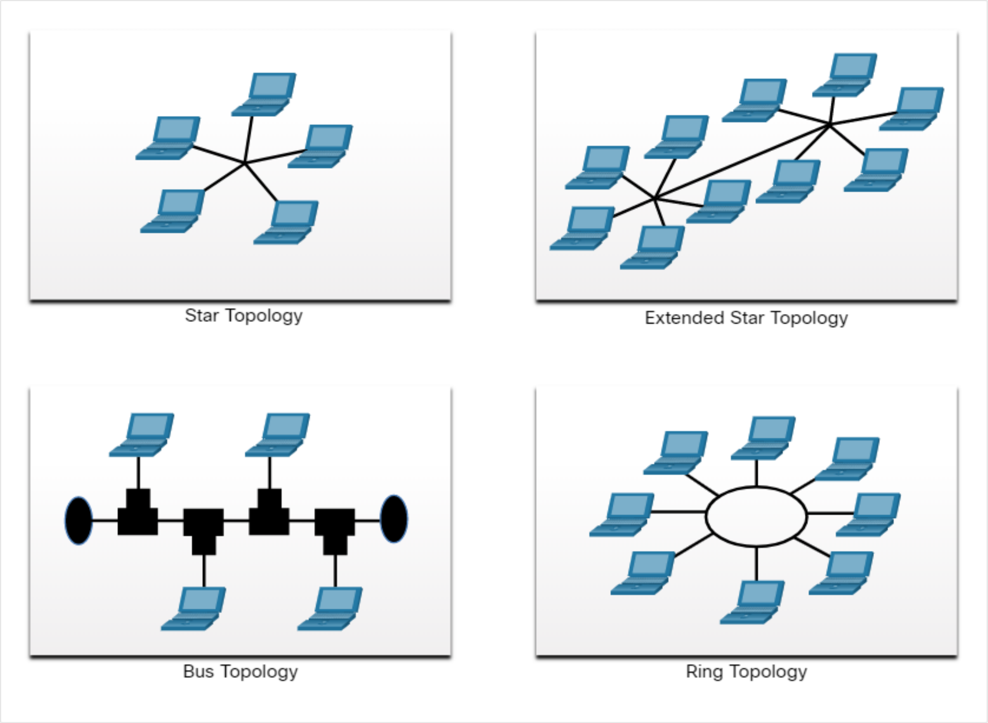
LAN Topologies

End devices on LANs are typically interconnected using a star or extended star topology. Star and extended star topologies are easy to install, very scalable and easy to troubleshoot.

Early Ethernet and Legacy Token Ring technologies provide two additional topologies:

- **Bus** – All end systems chained together and terminated on each end.
- **Ring** – Each end system is connected to its respective neighbors to form a ring.

Physical Topologies



Star Topology

Extended Star Topology

Bus Topology

Ring Topology

Topologies

Half and Full Duplex Communication

Half-duplex communication

- Only allows one device to send or receive at a time on a shared medium.
- Used on WLANs and legacy bus topologies with Ethernet hubs.

Full-duplex communication

- Allows both devices to simultaneously transmit and receive on a shared medium.
- Ethernet switches operate in full-duplex mode.

Topologies

Access Control Methods

Contention-based access

All nodes operating in half-duplex, competing for use of the medium. Examples are:

- Carrier sense multiple access with collision detection (CSMA/CD) as used on legacy bus-topology Ethernet.
- Carrier sense multiple access with collision avoidance (CSMA/CA) as used on Wireless LANs.

Controlled access

- Deterministic access where each node has its own time on the medium.
- Used on legacy networks such as Token Ring and ARCNET.

Contention-Based Access – CSMA/CD

CSMA/CD

- Used by legacy Ethernet LANs.
- Operates in half-duplex mode where only one device sends or receives at a time.
- Uses a collision detection process to govern when a device can send and what happens if multiple devices send at the same time.

CSMA/CD collision detection process:

- Devices transmitting simultaneously will result in a signal collision on the shared media.
- Devices detect the collision.
- Devices wait a random period of time and retransmit data.

Contention-Based Access – CSMA/CA

CSMA/CA

- Used by IEEE 802.11 WLANs.
- Operates in half-duplex mode where only one device sends or receives at a time.
- Uses a collision avoidance process to govern when a device can send and what happens if multiple devices send at the same time.

CSMA/CA collision avoidance process:

- When transmitting, devices also include the time duration needed for the transmission.
- Other devices on the shared medium receive the time duration information and know how long the medium will be unavailable.

6.3 Data Link Frame

Data Link Frame
The Frame

Data is encapsulated by the data link layer with a header and a trailer to form a frame.

A data link frame has three parts:

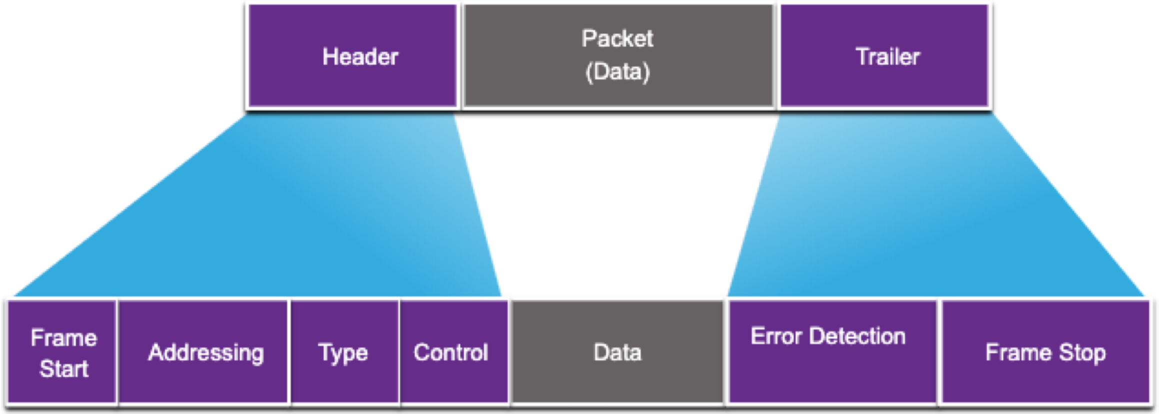
- Header
- Data
- Trailer

The fields of the header and trailer vary according to data link layer protocol.

The amount of control information carried with in the frame varies according to access control information and logical topology.

Data Link Frame

Frame Fields

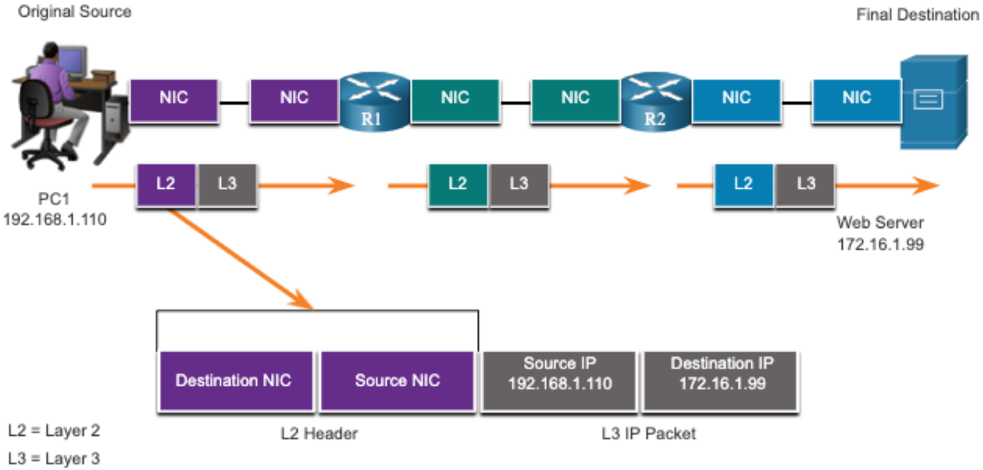


Field	Description
Frame Start and Stop	Identifies beginning and end of frame
Addressing	Indicates source and destination nodes
Type	Identifies encapsulated Layer 3 protocol
Control	Identifies flow control services
Data	Contains the frame payload
Error Detection	Used for determine transmission errors

Data Link Frame

Layer 2 Addresses

- Also referred to as a physical address.
- Contained in the frame header.
- Used only for local delivery of a frame on the link.
- Updated by each device that forwards the frame.



Data Link Frame

LAN and WAN Frames

The logical topology and physical media determine the data link protocol used:

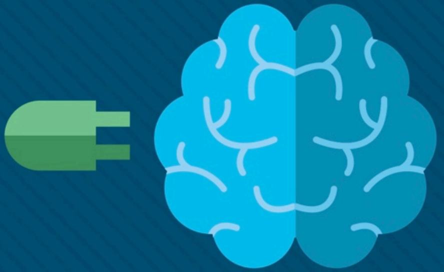
- Ethernet
- 802.11 Wireless
- Point-to-Point (PPP)
- High-Level Data Link Control (HDLC)
- Frame-Relay

Each protocol performs media access control for specified logical topologies.

6.4 Module Practice and Quiz

What did I learn in this module?

- The data link layer of the OSI model (Layer 2) prepares network data for the physical network.
- The data link layer is responsible for network interface card (NIC) to network interface card communications.
- The IEEE 802 LAN/MAN data link layer consists of the following two sublayers: LLC and MAC.
- The two types of topologies used in LAN and WAN networks are physical and logical.
- Three common types of physical WAN topologies are: point-to-point, hub and spoke, and mesh.
- Half-duplex communications exchange data in one direction at a time. Full-duplex sends and receives data simultaneously.
- In contention-based multi-access networks, all nodes are operating in half-duplex.
- Examples of contention-based access methods include: CSMA/CD for bus-topology Ethernet LANs and CSMA/CA for WLANs.
- The data link frame has three basic parts: header, data, and trailer.
- Frame fields include: frame start and stop indicator flags, addressing, type, control, data, and error detection.
- Data link addresses are also known as physical addresses.
- Data link addresses are only used for link local delivery of frames.



Module 7: Ethernet Switching

Instructor Materials

Introduction to Networks v7.0
(ITN)

What to Expect in this Module

- To facilitate learning, the following features within the GUI may be included in this module:

Feature	Description
Animations	Expose learners to new skills and concepts.
Videos	Expose learners to new skills and concepts.
Check Your Understanding(CYU)	Per topic online quiz to help learners gauge content understanding.
Interactive Activities	A variety of formats to help learners gauge content understanding.
Syntax Checker	Small simulations that expose learners to Cisco command line to practice configuration skills.
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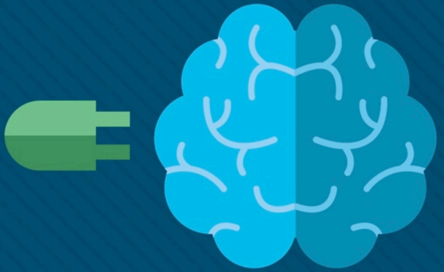
What to Expect in this Module (Cont.)

- To facilitate learning, the following features may be included in this module:

Feature	Description
Hands-On Labs	Labs designed for working with physical equipment.
Class Activities	These are found on the Instructor Resources page. Class Activities are designed to facilitate learning, class discussion, and collaboration.
Module Quizzes	Self-assessments that integrate concepts and skills learned throughout the series of topics presented in the module.
Module Summary	Briefly recaps module content.



Module 7: Ethernet Switching

Introduction to Networks v7.0
(ITN)

Module Objectives

Module Title: Ethernet Switching

Module Objective: Explain how Ethernet works in a switched network.

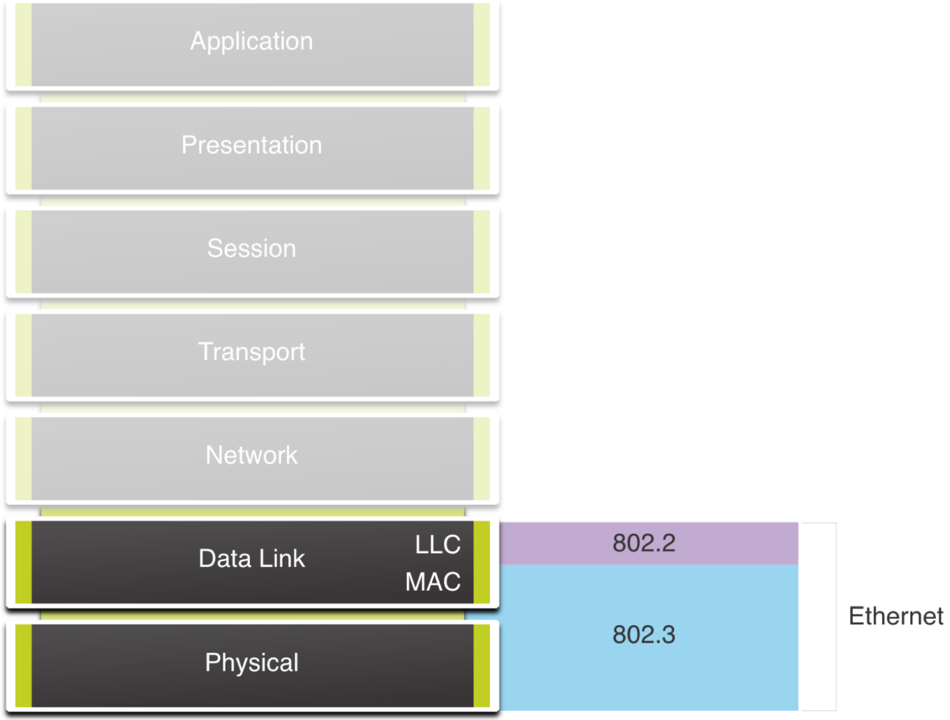
Topic Title	Topic Objective
Ethernet Frame	Explain how the Ethernet sublayers are related to the frame fields.
Ethernet MAC Address	Describe the Ethernet MAC address.
The MAC Address Table	Explain how a switch builds its MAC address table and forwards frames.
Switch Speeds and Forwarding Methods	Describe switch forwarding methods and port settings available on Layer 2 switch ports.

7.1 Ethernet Frames

Ethernet Frames

Ethernet Encapsulation

- Ethernet operates in the data link layer and the physical layer.
- It is a family of networking technologies defined in the IEEE 802.2 and 802.3 standards.

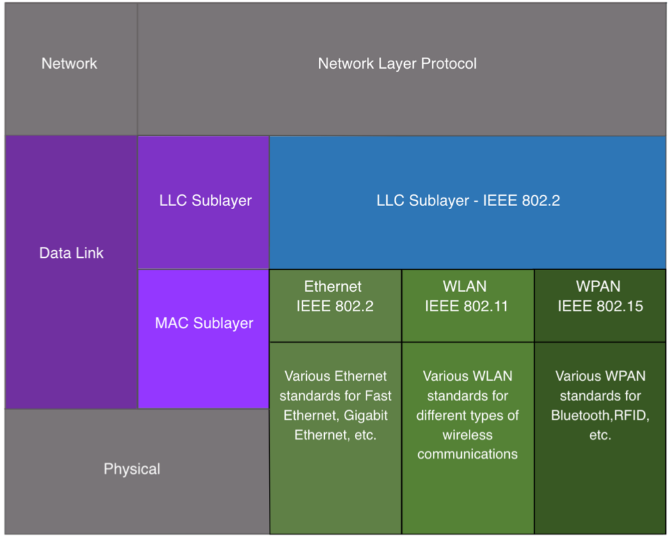


Ethernet Frames

Data Link Sublayers

The 802 LAN/MAN standards, including Ethernet, use two separate sublayers of the data link layer to operate:

- **LLC Sublayer**: (IEEE 802.2) Places information in the frame to identify which network layer protocol is used for the frame.
- **MAC Sublayer**: (IEEE 802.3, 802.11, or 802.15) Responsible for data encapsulation and media access control, and provides data link layer addressing.


Network
Network Layer Protocol
Data Link
LLC Sublayer
LLC Sublayer - IEEE 802.2
MAC Sublayer
Ethernet IEEE 802.2
WLAN IEEE 802.11
WPAN IEEE 802.15
Various Ethernet standards for Fast Ethernet, Gigabit Ethernet, etc.
Various WLAN standards for different types of wireless communications
Various WPAN standards for Bluetooth,RFID, etc.
Physical

MAC Sublayer

The MAC sublayer is responsible for data encapsulation and accessing the media.

Data Encapsulation

IEEE 802.3 data encapsulation includes the following:

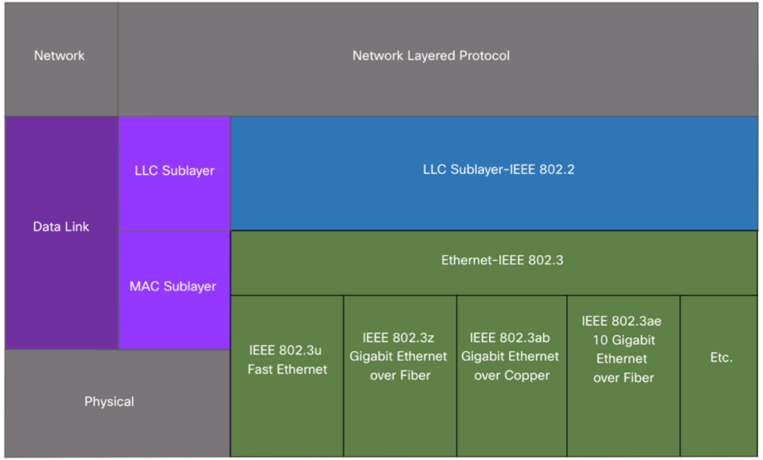
1. **Ethernet frame** - This is the internal structure of the Ethernet frame.
2. **Ethernet Addressing** - The Ethernet frame includes both a source and destination MAC address to deliver the Ethernet frame from Ethernet NIC to Ethernet NIC on the same LAN.
3. **Ethernet Error detection** - The Ethernet frame includes a frame check sequence (FCS) trailer used for error detection.

Ethernet Frames

MAC Sublayer

Media Access

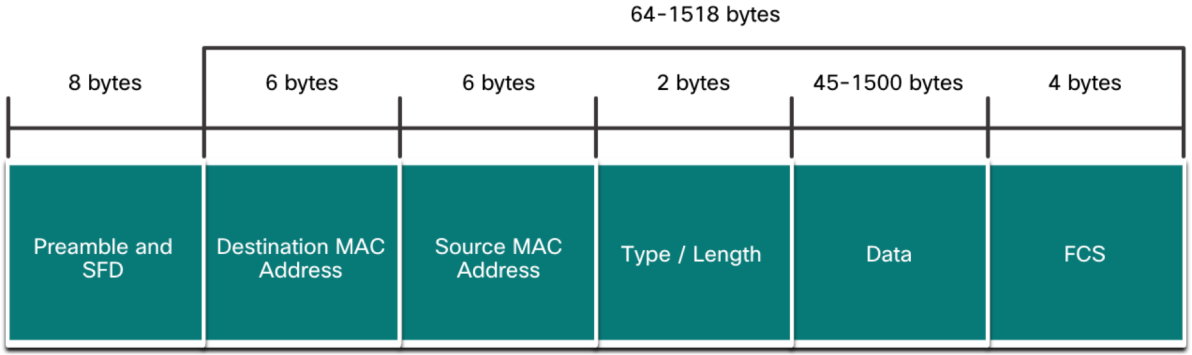
- The IEEE 802.3 MAC sublayer includes the specifications for different Ethernet communications standards over various types of media including copper and fiber.
- Legacy Ethernet using a bus topology or hubs, is a shared, half-duplex medium. Ethernet over a half-duplex medium uses a contention-based access method, carrier sense multiple access/collision detection (CSMA/CD).
- Ethernet LANs of today use switches that operate in full-duplex. Full-duplex communications with Ethernet switches do not require access control through CSMA/CD.


Network
Network Layered Protocol
Data Link
LLC Sublayer
LLC Sublayer-IEEE 802.2
MAC Sublayer
Ethernet-IEEE 802.3
Physical
IEEE 802.3u Fast Ethernet
IEEE 802.3z Gigabit Ethernet over Fiber
IEEE 802.3ab Gigabit Ethernet over Copper
IEEE 802.3ae 10 Gigabit Ethernet over Fiber
Etc.

Ethernet Frames

Ethernet Frame Fields

- The minimum Ethernet frame size is 64 bytes and the maximum is 1518 bytes. The preamble field is not included when describing the size of the frame.
- Any frame less than 64 bytes in length is considered a “collision fragment” or “runt frame” and is automatically discarded. Frames with more than 1500 bytes of data are considered “jumbo” or “baby giant frames”.
- If the size of a transmitted frame is less than the minimum, or greater than the maximum, the receiving device drops the frame. Dropped frames are likely to be the result of collisions or other unwanted signals. They are considered invalid. Jumbo frames are usually supported by most Fast Ethernet and Gigabit Ethernet switches and NICs.



64-1518 bytes

8 bytes	6 bytes	6 bytes	2 bytes	45-1500 bytes	4 bytes
Preamble and SFD	Destination MAC Address	Source MAC Address	Type / Length	Data	FCS

Lab – Use Wireshark to Examine Ethernet Frames

In this lab, you will complete the following objectives:

- Part 1: Examine the Header Fields in an Ethernet II Frame
- Part 2: Use Wireshark to Capture and Analyze Ethernet Frames

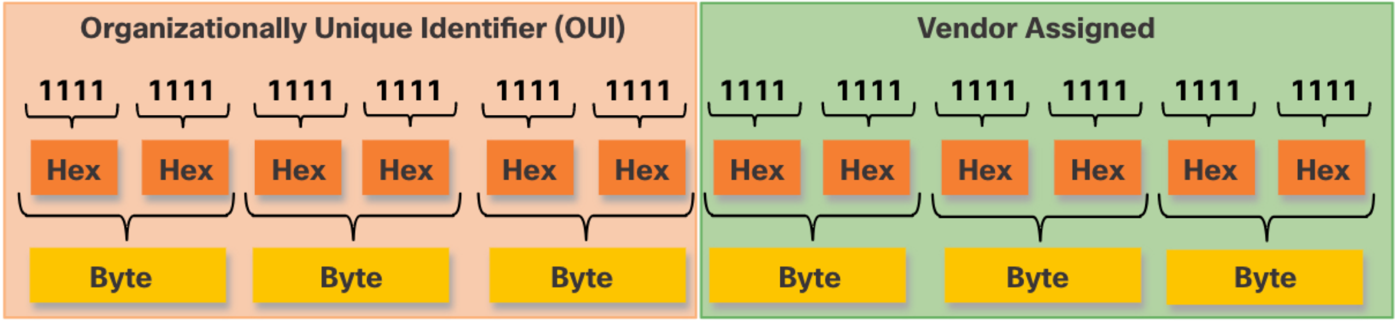
7.2 Ethernet MAC Address

MAC Address and Hexadecimal

- An Ethernet MAC address consists of a 48-bit binary value, expressed using 12 hexadecimal values.
- Given that 8 bits (one byte) is a common binary grouping, binary 00000000 to 11111111 can be represented in hexadecimal as the range 00 to FF,
- When using hexadecimal, leading zeroes are always displayed to complete the 8-bit representation. For example the binary value 0000 1010 is represented in hexadecimal as 0A.
- Hexadecimal numbers are often represented by the value preceded by **0x** (e.g., 0x73) to distinguish between decimal and hexadecimal values in documentation.
- Hexadecimal may also be represented by a subscript 16, or the hex number followed by an H (e.g., 73H).

Ethernet MAC Address

- In an Ethernet LAN, every network device is connected to the same, shared media. MAC addressing provides a method for device identification at the data link layer of the OSI model.
- An Ethernet MAC address is a 48-bit address expressed using 12 hexadecimal digits. Because a byte equals 8 bits, we can also say that a MAC address is 6 bytes in length.
- All MAC addresses must be unique to the Ethernet device or Ethernet interface. To ensure this, all vendors that sell Ethernet devices must register with the IEEE to obtain a unique 6 hexadecimal (i.e., 24-bit or 3-byte) code called the organizationally unique identifier (OUI).
- An Ethernet MAC address consists of a 6 hexadecimal vendor OUI code followed by a 6 hexadecimal vendor-assigned value.


Organizationally Unique Identifier (OUI)
Vendor Assigned
1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111 1111
Hex Hex Hex Hex Hex Hex Hex Hex Hex Hex Hex Hex
Byte Byte Byte Byte Byte Byte

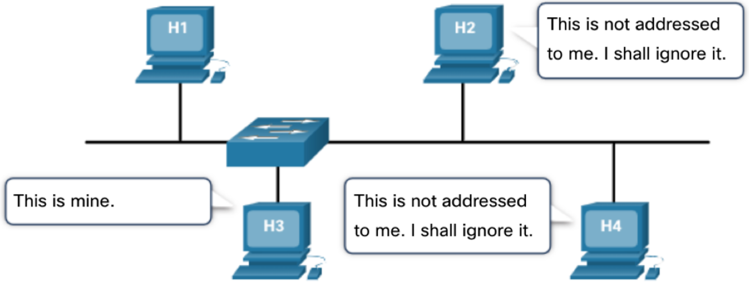
Ethernet MAC Addresses
Frame Processing

- When a device is forwarding a message to an Ethernet network, the Ethernet header include a Source MAC address and a Destination MAC address.
- When a NIC receives an Ethernet frame, it examines the destination MAC address to see if it matches the physical MAC address that is stored in RAM. If there is no match, the device discards the frame. If there is a match, it passes the frame up the OSI layers, where the de-encapsulation process takes place.

Note: Ethernet NICs will also accept frames if the destination MAC address is a broadcast or a multicast group of which the host is a member.

- Any device that is the source or destination of an Ethernet frame, will have an Ethernet NIC and therefore, a MAC address. This includes workstations, servers, printers, mobile devices, and routers.

Destination Address	Source Address	Data
CC:CC:CC:CC:CC:CC	AA:AA:AA:AA:AA:AA	Encapsulated data
Frame Addressing		

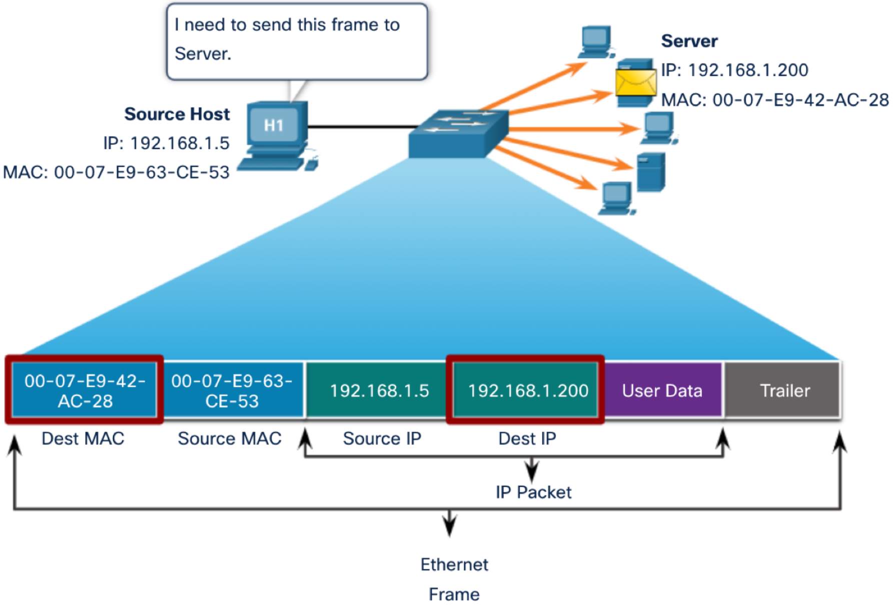

H1
H2
This is not addressed to me. I shall ignore it.
This is mine.
H3
This is not addressed to me. I shall ignore it.
H4

Ethernet MAC Addresses
Unicast MAC Address

In Ethernet, different MAC addresses are used for Layer 2 unicast, broadcast, and multicast communications.

- A unicast MAC address is the unique address that is used when a frame is sent from a single transmitting device to a single destination device.
- The process that a source host uses to determine the destination MAC address associated with an IPv4 address is known as Address Resolution Protocol (ARP). The process that a source host uses to determine the destination MAC address associated with an IPv6 address is known as Neighbor Discovery (ND).

Note: The source MAC address must always be a unicast.

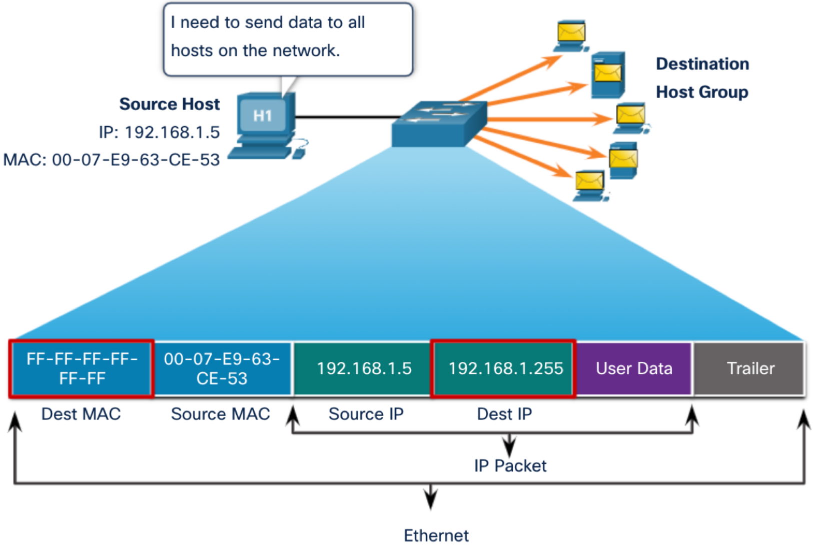


Ethernet MAC Addresses

Broadcast MAC Address

An Ethernet broadcast frame is received and processed by every device on the Ethernet LAN. The features of an Ethernet broadcast are as follows:

- It has a destination MAC address of FF-FF-FF-FF-FF-FF in hexadecimal (48 ones in binary).
- It is flooded out all Ethernet switch ports except the incoming port. It is not forwarded by a router.
- If the encapsulated data is an IPv4 broadcast packet, this means the packet contains a destination IPv4 address that has all ones (1s) in the host portion. This numbering in the address means that all hosts on that local network (broadcast domain) will receive and process the packet.

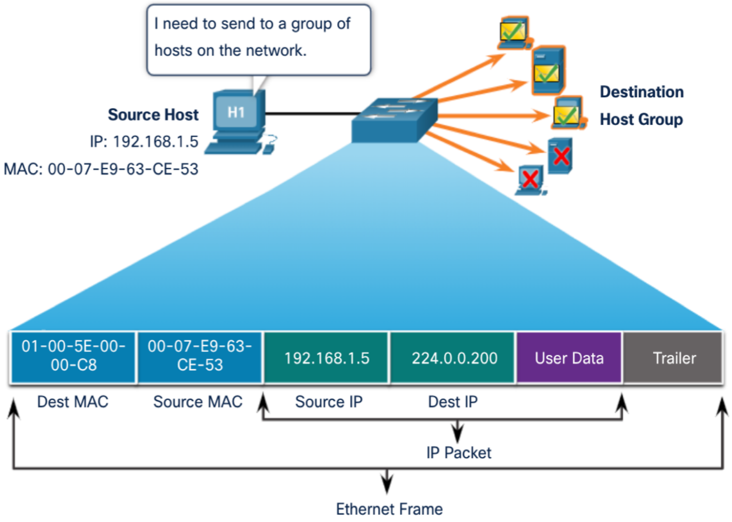


Ethernet MAC Addresses

Multicast MAC Address

An Ethernet multicast frame is received and processed by a group of devices that belong to the same multicast group.

- There is a destination MAC address of 01-00-5E when the encapsulated data is an IPv4 multicast packet and a destination MAC address of 33-33 when the encapsulated data is an IPv6 multicast packet.
- There are other reserved multicast destination MAC addresses for when the encapsulated data is not IP, such as Spanning Tree Protocol (STP).
- It is flooded out all Ethernet switch ports except the incoming port, unless the switch is configured for multicast snooping. It is not forwarded by a router, unless the router is configured to route multicast packets.
- Because multicast addresses represent a group of addresses (sometimes called a host group), they can only be used as the destination of a packet. The source will always be a unicast address.
- As with the unicast and broadcast addresses, the multicast IP address requires a corresponding multicast MAC address.



Ethernet MAC Addresses

Lab – View Network Device MAC Addresses

In this lab, you will complete the following objectives:

- Part 1: Set Up the Topology and Initialize Devices
- Part 2: Configure Devices and Verify Connectivity
- Part 3: Display, Describe, and Analyze Ethernet MAC Addresses

7.3 The MAC Address Table

The MAC Address Table

Switch Fundamentals

- A Layer 2 Ethernet switch uses Layer 2 MAC addresses to make forwarding decisions. It is completely unaware of the data (protocol) being carried in the data portion of the frame, such as an IPv4 packet, an ARP message, or an IPv6 ND packet. The switch makes its forwarding decisions based solely on the Layer 2 Ethernet MAC addresses.
- An Ethernet switch examines its MAC address table to make a forwarding decision for each frame, unlike legacy Ethernet hubs that repeat bits out all ports except the incoming port.
- When a switch is turned on, the MAC address table is empty

Note: The MAC address table is sometimes referred to as a content addressable memory (CAM) table.

The MAC Address Table

Switch Learning and Forwarding

Examine the Source MAC Address (Learn)

Every frame that enters a switch is checked for new information to learn. It does this by examining the source MAC address of the frame and the port number where the frame entered the switch. If the source MAC address does not exist, it is added to the table along with the incoming port number. If the source MAC address does exist, the switch updates the refresh timer for that entry. By default, most Ethernet switches keep an entry in the table for 5 minutes.

Note: If the source MAC address does exist in the table but on a different port, the switch treats this as a new entry. The entry is replaced using the same MAC address but with the more current port number.

The MAC Address Table

Switch Learning and Forwarding (Contd.)

Find the Destination MAC Address (Forward)

If the destination MAC address is a unicast address, the switch will look for a match between the destination MAC address of the frame and an entry in its MAC address table. If the destination MAC address is in the table, it will forward the frame out the specified port. If the destination MAC address is not in the table, the switch will forward the frame out all ports except the incoming port. This is called an unknown unicast.

Note: If the destination MAC address is a broadcast or a multicast, the frame is also flooded out all ports except the incoming port.

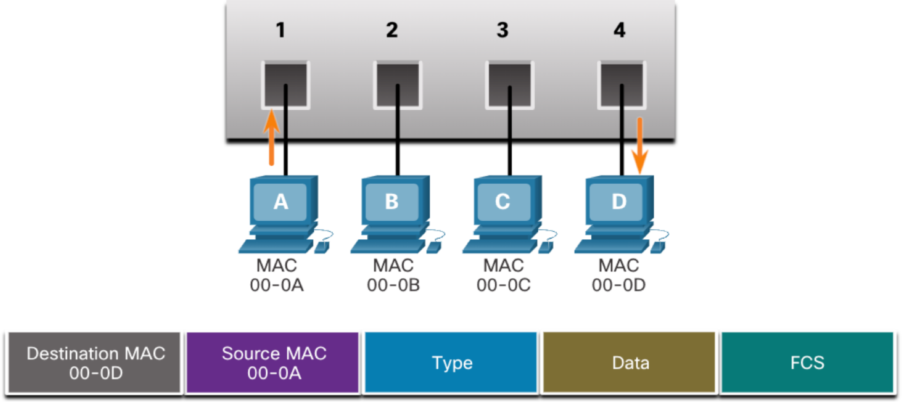
The MAC Address Table

Filtering Frames

As a switch receives frames from different devices, it is able to populate its MAC address table by examining the source MAC address of every frame. When the MAC address table of the switch contains the destination MAC address, it is able to filter the frame and forward out a single port.

MAC Address Table

Port	**MAC Address**
1	00-0A
4	00-0D



Video – MAC Address Tables on Connected Switches

This video will cover the following:

- How switches build MAC address tables
- How switches forward frames base on the content of their MAC address tables

The MAC Address Table

Video – Sending the Frame to the Default Gateway

This video will cover the following:

- What a switch does when the destination AMC address is not listed in the switch’s MAC address table.
- What a switch does when the source AMC address is not listed in the switch’s MAC address table

Lab – View the Switch MAC Address Table

In this lab, you will complete the following objectives:

- Part 1: Build and Configure the Network
- Part 2: Examine the Switch MAC Address Table

7.4 Switch Speeds and Forwarding Methods

Switch Speeds and Forwarding Methods

Frame Forwarding Methods on Cisco Switches

Switches use one of the following forwarding methods for switching data between network ports:

- **Store-and-forward switching** - This frame forwarding method receives the entire frame and computes the CRC. If the CRC is valid, the switch looks up the destination address, which determines the outgoing interface. Then the frame is forwarded out of the correct port.
- **Cut-through switching** - This frame forwarding method forwards the frame before it is entirely received. At a minimum, the destination address of the frame must be read before the frame can be forwarded.

- A big advantage of store-and-forward switching is that it determines if a frame has errors before propagating the frame. When an error is detected in a frame, the switch discards the frame. Discarding frames with errors reduces the amount of bandwidth consumed by corrupt data.
- Store-and-forward switching is required for quality of service (QoS) analysis on converged networks where frame classification for traffic prioritization is necessary. For example, voice over IP (VoIP) data streams need to have priority over web-browsing traffic.

Switch Speeds and Forwarding Methods

Cut-Through Switching

In cut-through switching, the switch acts upon the data as soon as it is received, even if the transmission is not complete. The switch buffers just enough of the frame to read the destination MAC address so that it can determine to which port it should forward out the data. The switch does not perform any error checking on the frame.

There are two variants of cut-through switching:

- **Fast-forward switching -** Offers the lowest level of latency by immediately forwarding a packet after reading the destination address. Because fast-forward switching starts forwarding before the entire packet has been received, there may be times when packets are relayed with errors. The destination NIC discards the faulty packet upon receipt. Fast-forward switching is the typical cut-through method of switching.
- **Fragment-free switching -** A compromise between the high latency and high integrity of store-and-forward switching and the low latency and reduced integrity of fast-forward switching, the switch stores and performs an error check on the first 64 bytes of the frame before forwarding. Because most network errors and collisions occur during the first 64 bytes, this ensures that a collision has not occurred before forwarding the frame.

Switch Speeds and Forwarding Methods

Memory Buffering on Switches

An Ethernet switch may use a buffering technique to store frames before forwarding them or when the destination port is busy because of congestion.

Method	Description
Port-based memory	•Frames are stored in queues that are linked to specific incoming and outgoing ports. •A frame is transmitted to the outgoing port only when all the frames ahead in the queue have been successfully transmitted. •It is possible for a single frame to delay the transmission of all the frames in memory because of a busy destination port. •This delay occurs even if the other frames could be transmitted to open destination ports.
Shared memory	•Deposits all frames into a common memory buffer shared by all switch ports and the amount of buffer memory required by a port is dynamically allocated. •The frames in the buffer are dynamically linked to the destination port enabling a packet to be received on one port and then transmitted on another port, without moving it to a different queue.

- Shared memory buffering also results in larger frames that can be transmitted with fewer dropped frames. This is important with asymmetric switching which allows for different data rates on different ports. Therefore, more bandwidth can be dedicated to certain ports (e.g., server port).

Switch Speeds and Forwarding Methods

Duplex and Speed Settings

Two of the most basic settings on a switch are the bandwidth (“speed”) and duplex settings for each individual switch port. It is critical that the duplex and bandwidth settings match between the switch port and the connected devices.

There are two types of duplex settings used for communications on an Ethernet network:

- **Full-duplex** - Both ends of the connection can send and receive simultaneously.
- **Half-duplex** - Only one end of the connection can send at a time.

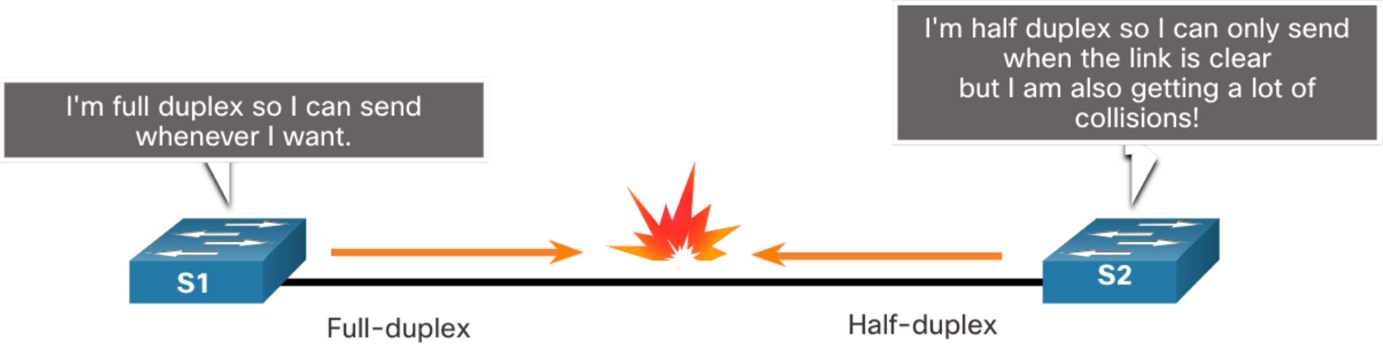
Autonegotiation is an optional function found on most Ethernet switches and NICs. It enables two devices to automatically negotiate the best speed and duplex capabilities.

Note: Gigabit Ethernet ports only operate in full-duplex.

Switch Speeds and Forwarding Methods

Duplex and Speed Settings

- Duplex mismatch is one of the most common causes of performance issues on 10/100 Mbps Ethernet links. It occurs when one port on the link operates at half-duplex while the other port operates at full-duplex.
- This can occur when one or both ports on a link are reset, and the autonegotiation process does not result in both link partners having the same configuration.
- It also can occur when users reconfigure one side of a link and forget to reconfigure the other. Both sides of a link should have autonegotiation on, or both sides should have it off. Best practice is to configure both Ethernet switch ports as full-duplex.


I'm full duplex so I can send whenever I want.
I'm half duplex so I can only send when the link is clear but I am also getting a lot of collisions!
S1
S2
Full-duplex
Half-duplex

Switch Speeds and Forwarding Methods

Auto-MDIX

Connections between devices once required the use of either a crossover or straight-through cable. The type of cable required depended on the type of interconnecting devices.

Note: A direct connection between a router and a host requires a cross-over connection.

- Most switch devices now support the automatic medium-dependent interface crossover (auto-MDIX) feature. When enabled, the switch automatically detects the type of cable attached to the port and configures the interfaces accordingly.
- The auto-MDIX feature is enabled by default on switches running Cisco IOS Release 12.2(18)SE or later. However, the feature could be disabled. For this reason, you should always use the correct cable type and not rely on the auto-MDIX feature.
- Auto-MDIX can be re-enabled using the **mdix auto** interface configuration command.

7.5 Module Practice and Quiz

Module Practice and Quiz

What did I learn in this module?

- Ethernet operates in the data link layer and the physical layer. Ethernet standards define both the Layer 2 protocols and the Layer 1 technologies.
- Ethernet uses the LLC and MAC sublayers of the data link layer to operate.
- The Ethernet frame fields are: preamble and start frame delimiter, destination MAC address, source MAC address, EtherType, data, and FCS.
- MAC addressing provides a method for device identification at the data link layer of the OSI model.
- An Ethernet MAC address is a 48-bit address expressed using 12 hexadecimal digits, or 6 bytes.
- When a device is forwarding a message to an Ethernet network, the Ethernet header includes the source and destination MAC addresses. In Ethernet, different MAC addresses are used for Layer 2 unicast, broadcast, and multicast communications.

What did I learn in this module? (Contd.)

- A Layer 2 Ethernet switch makes its forwarding decisions based solely on the Layer 2 Ethernet MAC addresses.
- The switch dynamically builds the MAC address table by examining the source MAC address of the frames received on a port.
- The switch forwards frames by searching for a match between the destination MAC address in the frame and an entry in the MAC address table.
- Switches use one of the following forwarding methods for switching data between network ports: store-and-forward switching or cut-through switching. Two variants of cut-through switching are fast-forward and fragment-free.
- Two methods of memory buffering are port-based memory and shared memory.
- There are two types of duplex settings used for communications on an Ethernet network: full-duplex and half-duplex.